No 1! BIGGEST AND BEST

Britain's fastest growing C64 mag!

MARCH 1992
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3 COMPLETE GAMES!
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FAST
POWER PACK
1 DEMO!
DEMON BLUE
FIRELORD

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POWERTESTED

MORE C64 REVIEWS THAN ANY OTHER MAG!

ROBOCOP 3
Tin star or tin boot?

WINTER CAMP
Snow fun et al?

INDY HEAT
The wheel thing?

DEMON BLUES
Devil or angel?

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PLUS LOADS MORE...

LOOKY HERE

3 COMPLETE GAMES
1 RED HOT DEMO

SPEED THRILLS!

Storm's coin-op car racer is driven to destruction in our Powertest review - Indy Heat's on page 16!

ROBOCOP 3

EXCLUSIVE REVIEW ON p64

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GAMEBUSTERS: First Samurai Demo ● Hudson Hawk ● Super Space Invaders

THE BEST THIN

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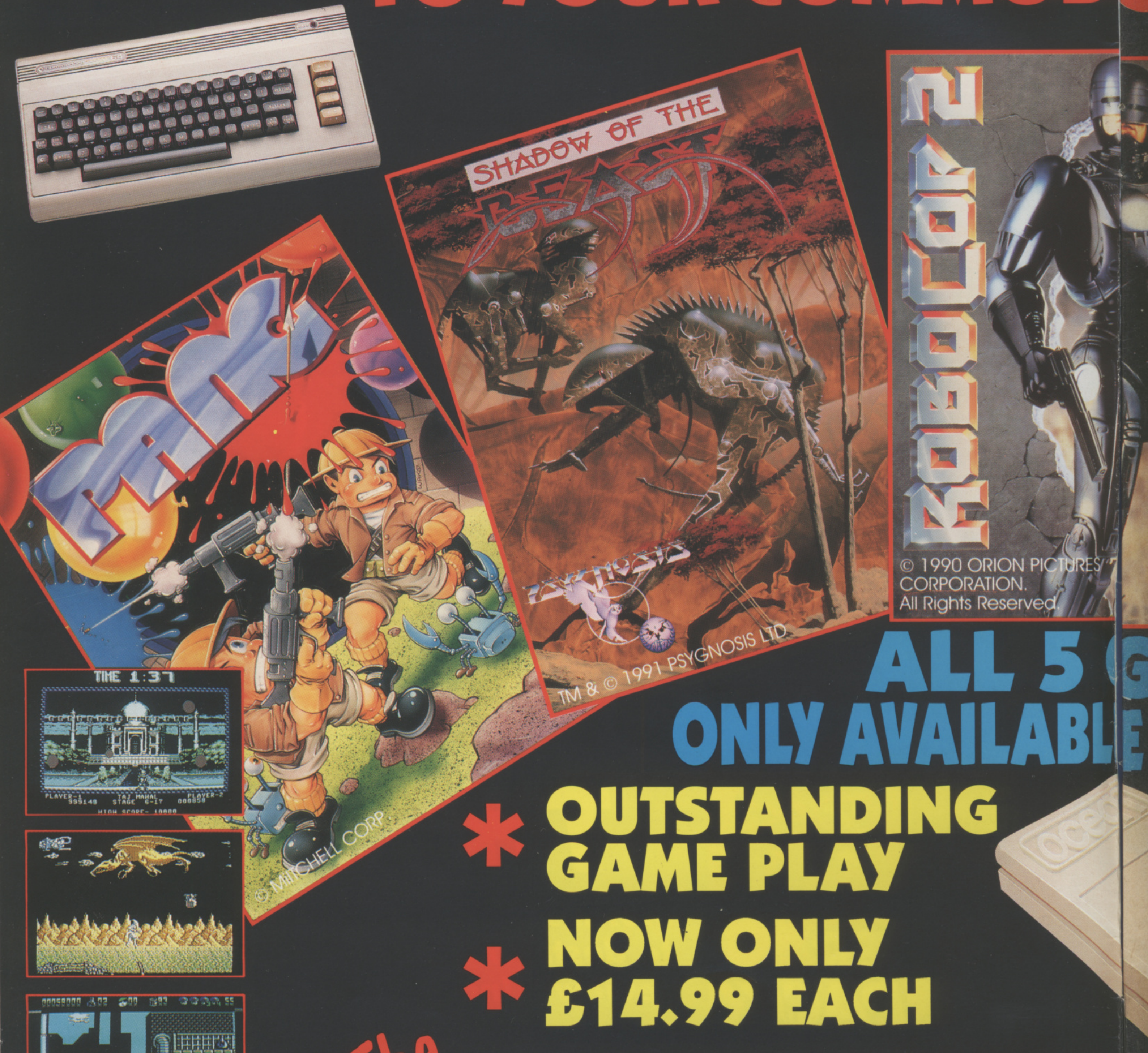
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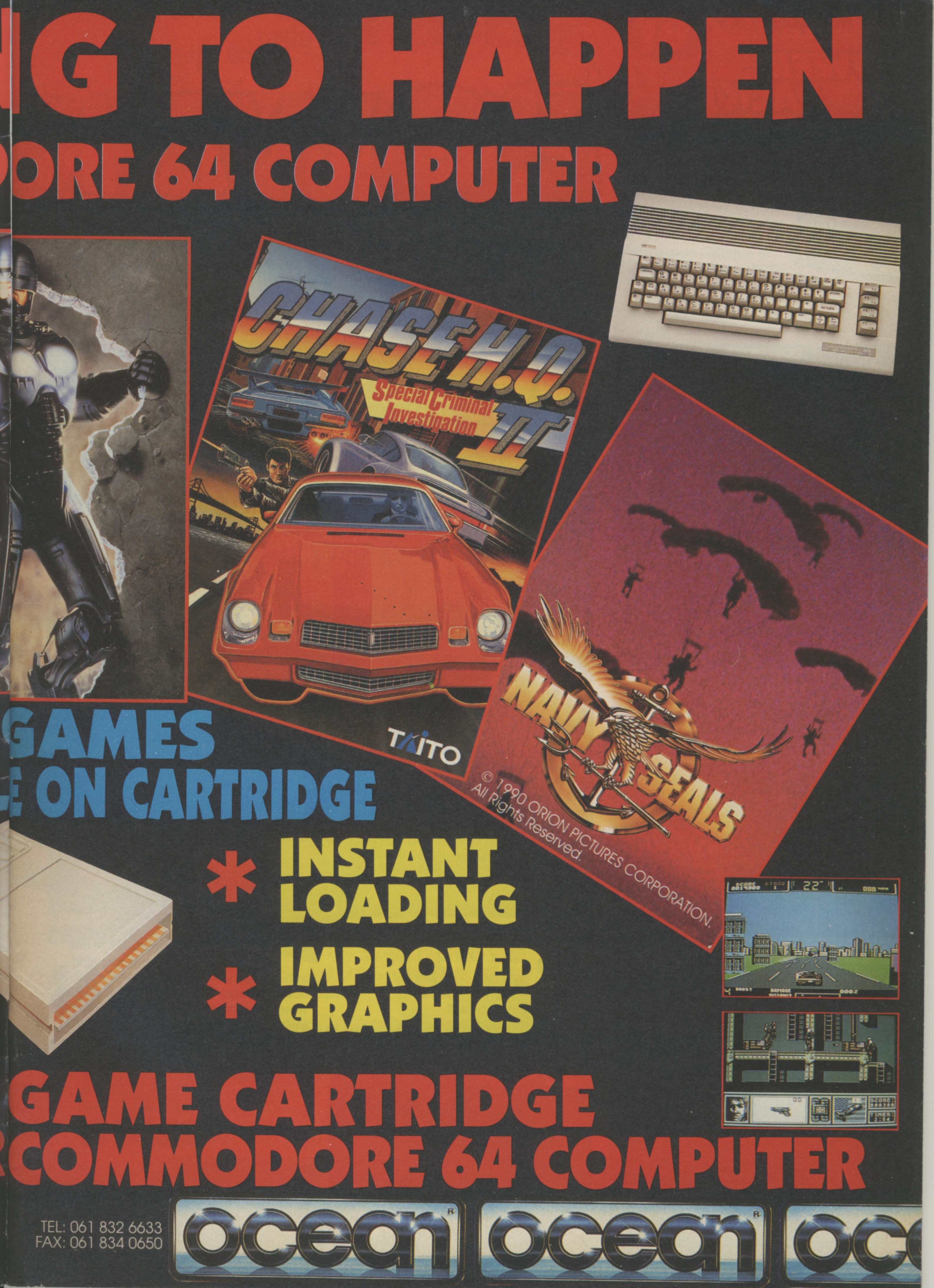

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POWER PACK 18

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3 COMPLETE GAMES!
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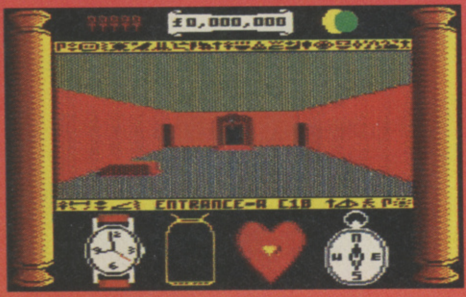
1 DEMO!
DEMON BLUE
FIRELORD

SPHINX JINX

INCENTIVE

A stunning 3D adventure, this sequel to the classic *Total Eclipse* never enjoyed a full commercial release. Now, you have this complete Freescape thriller - totally free! It will test your nerves, wits and guts as you try to rebuild the Sphinx in under an hour. Get ready for some serious Egyptian antics in pyramid-land!



DEMON BLUES

MICROVALUE

This one's a cute above your average fluffy and cuddly platform challenge. Take *Demon Blues* through a deadly arena using his jump and whizzy speed slide. It's one real big demo, so get ready for a joystick chewingly tough test of your waggling skills. Are you ready?

FIRELORD

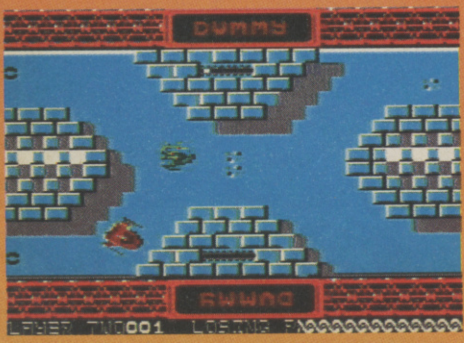
21st CENTURY ENTERTAINMENT

A tale of evil witches and righteous warriors sets the scene for the adventures of Galaheart. He's after the legendary Firestones which will give him the power to save a cursed land. Lead him through a dangerous isometric world. Firepower alone will not guarantee success, you'll need guile and swift reactions. It's tougher than it looks.

FAST

READER'S GAME

Bring out the mean streak in family and friends by ramming their car into a wall at 100mph! Fast and evil two player action!



If it's 1992, it's Issue 18, it's Marc

POWER

ALL CHANGE!

Welcome to *Commodore Format*, Britain's finest and fastest growing mag for the C64. We report on everything that's happening on the C64 scene, from games to techie stuff. So if you've got a Commodore and want to get the most out of it, this mag's for you.

It's been all change, all round, this month as a fresh crew have boarded the *CF* ship. I've taken the helm as editor, James Leach - of *Your Sinclair* fame - has taken over the Games Editor's station and Cathy Parnham has signed up as Production Assistant - the one who checks that we've spelt things write and that our shoe laces are tied. While Paul 'Inside Info' Lyons is moving into the Techie' correspondent's chair full time. What hasn't changed though is our commitment to bringing you the very best C64 magazine in the history of history itself.

After the avalanche of software last Christmas there seems little sign of a let-up with the big name licences *Indy Heat* and *Robocop 3* hitting the C64 this month. And if that wasn't enough there's a new wave of original budget games about to reach the shops in the form of *Demon Blues* and *Bignose.* We give them all a Powertest review - and the results are surprising indeed.

Cheers

36 DEMON BLUES

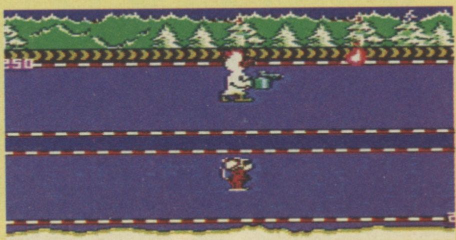
MICROVALUE

Think that budget stuff is either oldie re-releases or games not fit for full price? Think again, as Microvalue rewrite the rules with their impressive *Demon Blues*. It looks like a biggie, plays like a biggie and costs less than a fiver! Can a cheapie beat the big names for the month's Powertest honours? For the wickedly in-depth review leap straight to page 36.

34 WINTER CAMP

THALAMUS

In the sequel to *Summer Camp*, Thalamus get silly in the snow with Max the mouse. Snowball fights, skating and ski rescue all get the multi-event treatment in this super cute test of your waggling arm. It looks great but how does it play? The Powertest crew pull on their winter woollies, wear that nice long scarf because Mother insisted and pile out into the snowstorm to see if Max makes the grade on page 32.



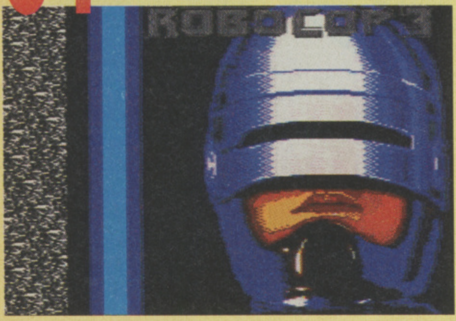
Plus COMPO ALERT! p51

Fancy winning one of six exclusive, signed, framed, copies of the *Creatures 2* artwork? It's a once in a lifetime chance to get your paws on part of what's sure to become a computer classic. It's a competition you simply cannot afford to miss. Turn to Page 51 for full details!

rch, then it's time the games got...
TESTED!

64 ROBOCOP 3

OCEAN



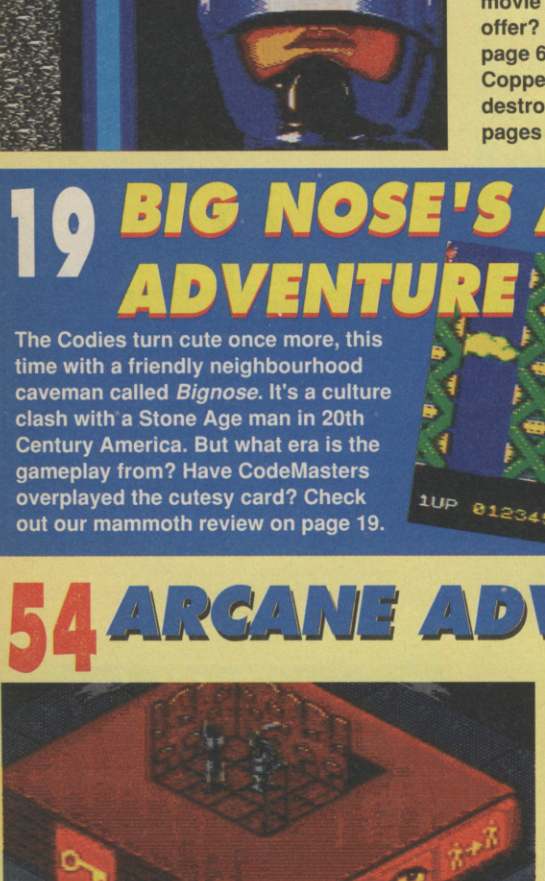
Metal Murphy is back as the tin cop with a gold shield. *Robocop 1* was a major hit, *Robocop 2* was strong, but does *Robocop 3* score the machine-man's hat-trick or has the robo-rozzer's gameplay gone rusty? *Robocop* 3 has the distinction of beating the movie to the punch, but is that all it has to offer? Directive 4 insists that you turn to page 64 for the low-down on the copper Copper's attempt to stop robotic ninjas destroying downtown Detroit. You have 60 pages to comply!

19 BIG NOSE'S AMERICAN ADVENTURE

1UP 012345
LIVES 01
TOP 450000

The Codies turn cute once more, this time with a friendly neighbourhood caveman called *Bignose*. It's a culture clash with a Stone Age man in 20th Century America. But what era is the gameplay from? Have CodeMasters overplayed the cutesy card? Check out our mammoth review on page 19.

54 ARCANE ADVENTURES

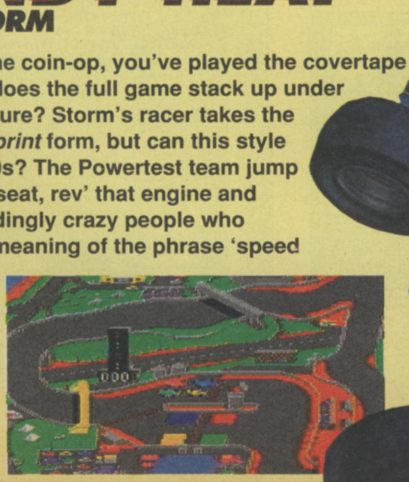


What makes the worlds full of orcs, ogres and 'orrible things with huge claws so fascinating? Discover the delights of digital dungeoneering without dice in our Role Playing Games (RPG) special feature. Hack your way to the spell-binding page 54 to find out why some of the best games ever written for the C64 are just waiting to be re-discovered.

16 INDY HEAT

STORM

You've played the coin-op, you've played the covertape demo, but how does the full game stack up under Powertest pressure? Storm's racer takes the classic *Super Sprint* form, but can this style cut it in the 1990s? The Powertest team jump into the driving seat, rev' that engine and drive like exceedingly crazy people who don't know the meaning of the phrase 'speed limit'. To see if *Indy Heat* makes pole position turn to page 16 fast.



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CF SPECIAL

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Every cheat to appear in *CF* catalogued!

54 ARCANE ADVENTURES
Role Playing Games - board games or bored games? Discover the world of RPGs with fantasy expert Sean Masterson.

REGULARS

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Gaze into the *CF* crystal ball!

QUICK START

FULL GAMES

SPHINX JINX

To play this thrilling 3D adventure in pyramid-land slap a 'stick in port two and you're off. Keep an eye on the beating heart and water jar on the bottom of the screen if you want to stay healthy. Just walk about looking for 12 Sphinx bits, gold and more water, all of which are collected by walking into them.

FIRELORD

Another Port 2 special, *Firelord* is a wander-about-and-collect-weapons-while-not--getting-killed-'em-up. Walk around the isometric landscape trying to avoid the enemies and nip into the hut-like houses to trade weapons, spells and supplies. Make sure the owners aren't looking when you nick their stuff though! .

FAST

A futuristic road duel to the death. This is head to head racer that's best in two player mode. Solo drivers use Port 2, but for simultaneous human racing use one 'stick in each. Select the options with the joystick in Port 2, then get ready to start steering - real fast!

DEMOS

DEMON BLUES

A spiffy cute platform thingy, Demon Blue is a demo of the latest finders-keepers special from Microvalue. Put a joystick in port 2 and it's game on. Move left or right with the 'stick, press fire to jump and pull diagonally down to scream around at an impressively silly speed. You're after a key but watch out for those spikes!

NO LOAD ZONE!

If your tape should fail to work properly follow these simple instructions:

1) Switch off the machine, and start all over before you try loading again.

2) Check that your machine is not faulty, by loading a piece of software you know works properly.

3) If all attempts fail, put the tape in a strong jiffy bag, with a Stamped Addressed Envelope, and send it to:

Ablex Audio Video Ltd,
Harcourt, Halesfield 14,
Telford, Shropshire,
TF7 4QD.

Ablex will swiftly send you a replacement. Please DO NOT send the tape to *Commodore Format* in Bath, as this will slow down the replacement process and it could take months for you to receive a replacement.

POWER PACK

Those full games just keep on coming! Three very different and very excellent complete games team up for this month's Powerpack, alongside a crackingly cute demo. So what are you waiting for? To test your gaming skills, press play, NOW!

SPHINX JINX

INCENTIVE

Joystick in port 2

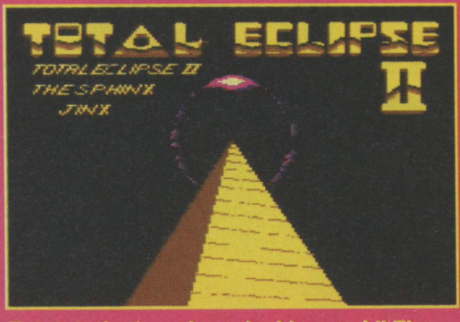
FULL GAME

Here it is! An exclusive! We've managed to get hold of a Freescape game never before released, and have plonked it squarely on the covertape. What's it about? Look, it's like this: you're sitting around next to those yellow pointy buildings with no windows (*pyramids - Ed*) in Egypt in 1930. The Sphinx has been bashed into 12 parts, and, as no-one else is around, you're going to have to take the blame for damaging her (yes, it's a female) unless you can glue it all together pretty sharpish (in under an hour, actually, else you'll get the blame and, owing to some lunar eclipse or other, the world will explode, injuring dozens of people). Yes, it's shaping up to be one of those days.

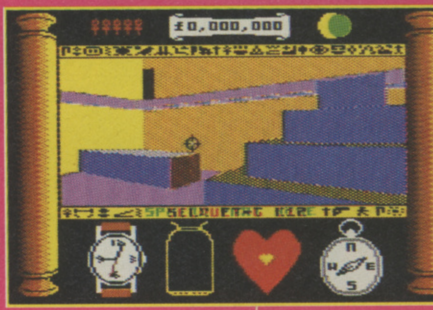
The first thing to do is get yourself inside the Great Pyramid. This is where you'll find the 12 bits of the Sphinx (they're smaller than you'd think). You've also got thousands of yards of corridors to trundle around, and the clock ticks away your. Things look grim.

Moving around using the Freescape™ system is dead easy using the joystick. Everything is in walk-through 3D, and if you map it all out, you'll avoid getting lost (and you might even produce a work of art to treasure and hand down to your grand kiddies).

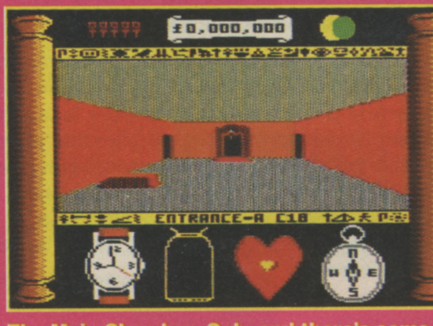
As you wander around, you might well start to feel the ravages of thirst. Water troughs are the answer. Just touch (by walking into them) them and you'll be full. Touching things is the way



Tut, tut, that's a pharaoh-old pyramid! There will a Total Eclipse too, if you don't get busy and find those 12 Sphinx bits by midnight!

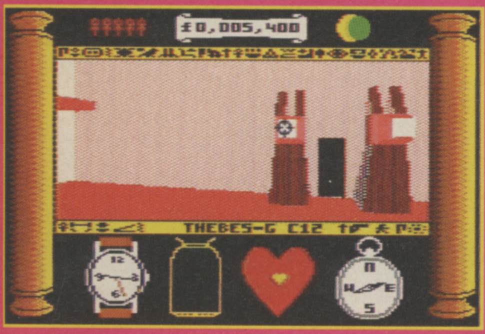


Hurrah! That block is part of the Sphinx (one of her feet, in fact). Now there's just 11 more pieces to get. Depressing, isn't it?



The Main Chamber. Ooh, and there's some serious gold-shaped dosh over on the left. Just don't let Roger Frames near it...

al'Hold down SHIFT and press RUN/STOP' method. Got it?



Those doggies spit bullets at you, so get the old pistol out and open fire at their heads, being sure to scream the traditional Egyptian curse of "Die, Sphinx-related stone poodle-breathed statuettes!" at the top of your voice.

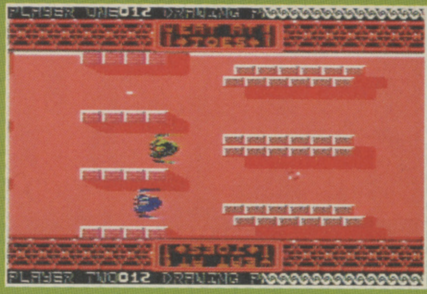
walking into them) them and you'll be full. Touching things is the way to collect treasure (and sphinx-shaped bits), and to operate anything you come across, so the key to success is to touch everything (basically).

What else is in store? Well if sir would care to step this way he'll find a large number of poison darts, which he would be well-advised to avoid. Sir might also care to avoid dead-ends and other tricks or traps.

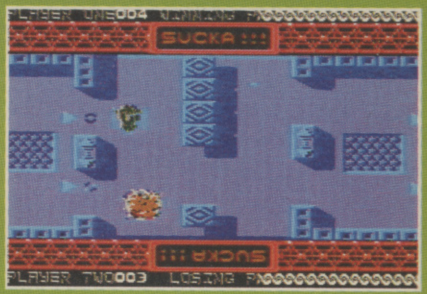
If you find any ankhs (sort of crucifix things), you could try unlocking doors with them (it might not work all the time, but it's worth a go). Height is measured in cubits (none of your metric rubbish here). 24c means 24 cubits, and each cubit is about half an ell, or three perches. Now that's clear, there's just a couple of final hints - keep your heartbeat down (avoid getting overheated and being shot at helps), and look out for the gold bars, they could make you remarkably rich. So that's it. Er, good luck, and remember to keep a

KEYBOARD CONTROLS

'up cursor key'	Move forward.
=	Move back.
Q	Turn left.
W	Turn right.
R	Rest (calms you down).
S	Step size changes.
A	Angle change.
U	U turn.
P	Look up.
L	Look down.
F	Face forwards.
H	Height change (stand or crouch).
I	Interrupt game (for saving, loading or aborting).
Shift	Fire gun.
'Space'	Draw/replace gun.



The combatants battle it out whilst trying their hardest to avoid the unpleasant walls which keep interfering.



"Er, sorry!" One guy goes down in a blaze of glory whilst the other apologises for accidentally slamming him into a wall.

FAST

S METCALFE, MIDDLETON, LEEDS

Joystick in port 2.

I say, you chaps - here's a thing. A dedicated *Commodore Format* reader by the name of S Metcalfe sent us a game called *Fast*. We loaded it up, and sure enough it was very fast indeed. So good, in fact, that we've decided to include on this month's remarkably excellent *Powerpack* tape.

The idea of S's game is simple. You race over the surface of a planet trying to avoid collisions with any nasty hard objects that happen to get in the way. You've got eight-way movement, controlled by the joystick, and boy oh boy, you're going to need it!

Right. The big thing about *Fast,* the absolute clincher, is the two-player option. In this, you and a chum rush along the metallic landscape trying to force each other into the obstacles. You don't have any offensive weaponry, so the only way you can kill off your opponent is by slamming him with tooth-loosening force against the walls. It's like those movies where two cars are colliding along a city street, bouncing off shops and stuff.

If you hit something with a glancing blow, rather than head on, your ship doesn't explode, but spins round, temporarily out of control. This is the best time for your enemy to get into the killing position, where he can cut off your escape.

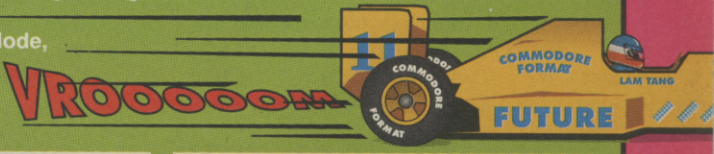
On the risky route you'll be taking are loads and loads of collectables. These range from simple points additions to nasty things like speed-up icons (which make both you and your mate travel twice as quickly) to slow downs, darkness-makers and points reversers (you get all your pal's points and he gets yours). Crafty, eh?

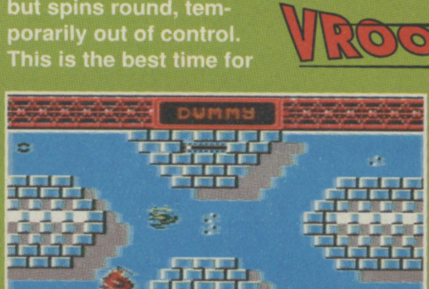
FULL GAME

If *Fast* sounds exciting, here's the good news. There are a hundred levels of this non-stop, mayhem type action just waiting for you to play them. You can choose how many (up to 11) levels to go for and which ones you want to play by selecting them with the joystick and typing in the numbers of the levels you want to play. Then, choose whether you want to go for continuous play, select the number of players and you're off.

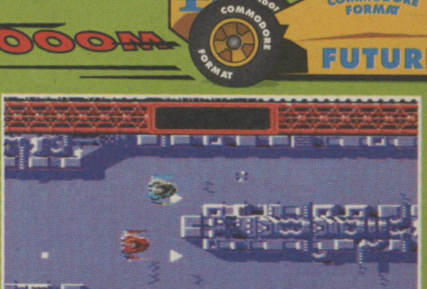
For added thrills, you can even get the computer to choose the levels at random. Yes, *Fast* may be not be produced by a big software house with expensive computers, fast cars and shiny suits, but it's certainly got more excitement that most humans are built to withstand (*a slight exaggeration there, I think - Ed*).

One word of warning, the race starts the instant that the second human racer hits fire - or when you hit fire when racing against the computer. So have that 'stick ready at all times, or it will all end in tears - and twisted iron!

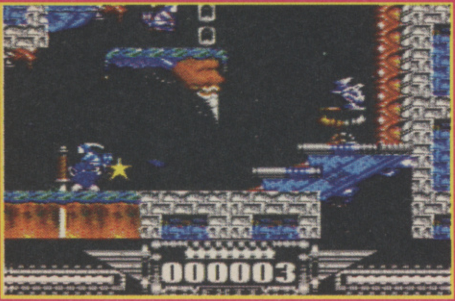




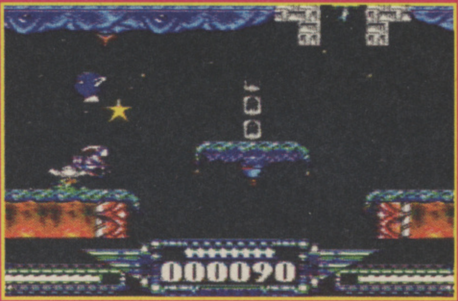
The red ship's been bounced neatly into the path of some large and painful bricks. Now I don't think you wanted to do that!



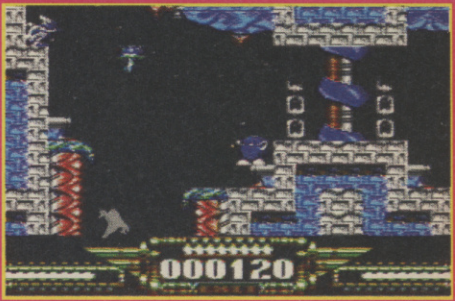
Which way to go? Decisions, decisions. And you can't even sleep on it - you've got to move now!



Watch out for that wraith who sits on that flowerpot. Touch him and he drains energy at a most alarming rate, DBs beware!



Which way now? Gravity argues for down, pressing fire puts the case for leaping left, while that alien would like you to stay put.



Platforms have to be easily jump on and offable. Demon Blues offers that kind of control, but first you need to know where...

DEMON BLUES

MICROVALUE

Joystick in port 2

It must be great being a demon. As long as you're not a particularly nasty one, you can get up to all sorts of mischief (and never have to say you're sorry).

On the other hand, you don't have a soul and no one is ever nice to you, so it's best to stick with being a human. If you want to see what life as a demon is like, we've got just the thing for you here. It's a playable demo of Demon Blue.

DB is a little character who looks (dare we say it?) fluffy, cuddly and generally cute. He lives in a fantasy world based around the ancient Greek myths. What he's got to do is collect a hidden key (one of six in the full game, which, incidentally, is reviewed on page 36).

DEMO

You control DB using the joystick alone, and on your travels you'll come across various collectables, such as incredibly valuable gems (which boost your score) and energy pots (which give you some of your strength back).

Left and right move you left and right, fire makes you jump, down and left (or right) lets you whizz quickly in that direction. Being remarkably bright, you'll have noticed that nowhere is there any mention of a weapon. This is because you haven't got one. Not a sausage. The thing is, because you're a demon you aren't supposed to need a weapon. What you've got instead is a star which rotates around you. This

FIRELORD

21ST CENTURY ENTERTAINMENT

Joysticks in port 2

Magic, mystery, mazes and something else beginning with 'M' all combine in this terrifying game of deep forests, naughty ghosts, and well-meaning old characters.

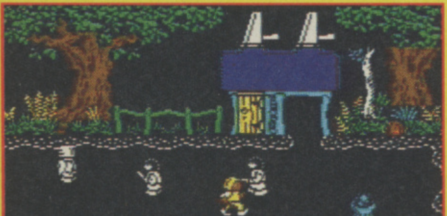
You must play a cheerful little fellow called, for some reason, Galaheart. Your quest is clear - to seek out the sacred Firestone and return it to the dragon (and no, this is nothing to do with a brand of tires).

The Firestone in question has been nicked by an evil Queen, who, not content with a spot of theft, has cursed the land with ghastly ghosts and moronic monsters. All this, of course, makes your task a tad tricky. As well as the baddies which materialise as you wander the forest, there are loads of good guys to meet. They tend to stay indoors for much of the time, so whenever you see a house, pop in and say hi. You never know what you might find (unless you look at the In-house services box).

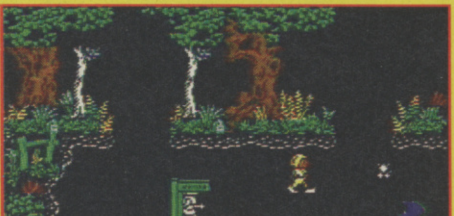
In the various out-buildings you'll meet witches and wizards who can give you spells, knights who have serious fire-power and a wise old man (who's pretty useless actually). Don't worry - you'll soon get to know all these bods and what items they have which they are willing swap with you.

FULL GAME

It's advisable to collect weapons first, then fancy spells later. You'll also need food to keep your energy up, but as this is found all over the forest, you should be okay for nosh. What more needs to be said other than try and map out the whole forest, get the Firestone and retire to a small village in West Sussex and write your memoirs. Good luck, Galaheart! (Oh, and send any nicely-drawn maps to us at : Commodore Format, 30 Monmouth Street, Bath, Avon BA1 2BW).



Wandering around the village Firelord has to dodge the folks and raid the houses. It's not very polite, but highly effective!



Don't tred on strange things on the path, they could be one of the evil queens traps - besides you'll have to clean your shoes!

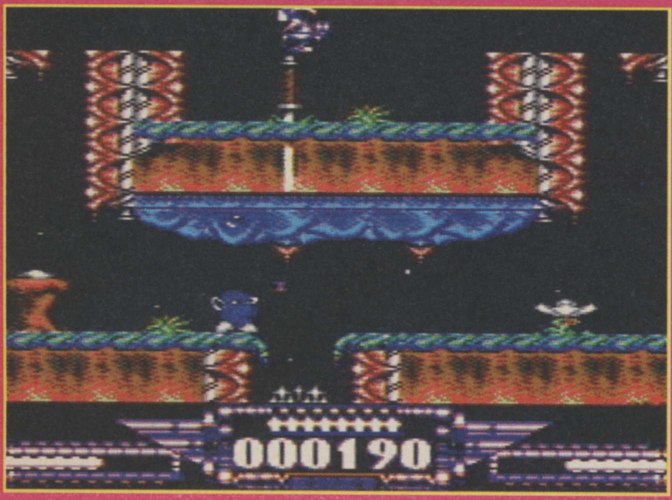
TYPES OF IN-HOUSE SERVICES

SCALES	Trade an object.
PORTCULLIS	Pay a toll to pass through the house.
SIGNPOST	Find out where you are.
SUPPLIES	Buy food, weapons or trading tokens.
PENTAGRAM	Cast a spell to a magic place.
I ICON	Info on your quest
RIBBONS	Colour distinguishes similar characters, like green witches, red witches etc.

Cheat (hand icon) Select this and you may not have to pay for services. Don't get caught, though!

X	Exit house.
OFFER	When a deal is set, the occupant's offer is displayed here.

To barter an object, place the cursor over the item you want and hit fire. Then place it over one (or more) of your objects (which you want to trade in for the desired thing). if payment is sufficient, a suitable icon is displayed. Select this and the deal goes through.

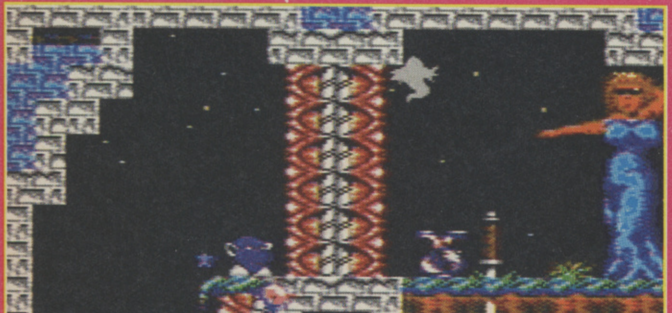


Spikes hurts! Touch these little devils for too long and you're a dead fluffy blue thang rather than a happy go lucky blue thang.

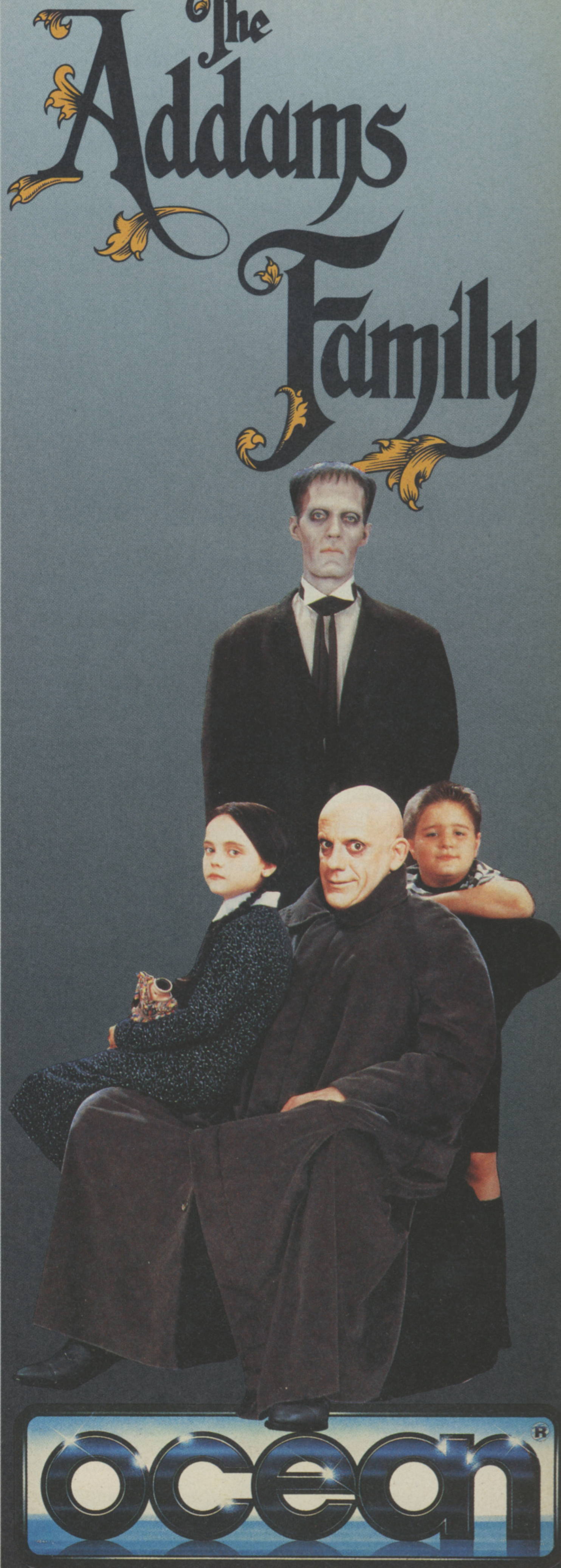
knocks out any nasties it hits, but you've got to time it properly, or else the star is in the wrong part of it's little trajectory and your little blue body collides with the nasty instead, taking a big chunk out of your energy.

This lack of firepower takes some getting used to, but bear with it because after a while you can get quite good at using the rotating star thingy to take out enemies.

And basically that's it. Buy the full game and you'll have over 100 different screens, all with the excellent animations and smooth graphics you see here. Load and enjoy!



Three screens together and you get an idea why *Demon Blues* is a tad special. These stylish graphics are matched by furious speed.



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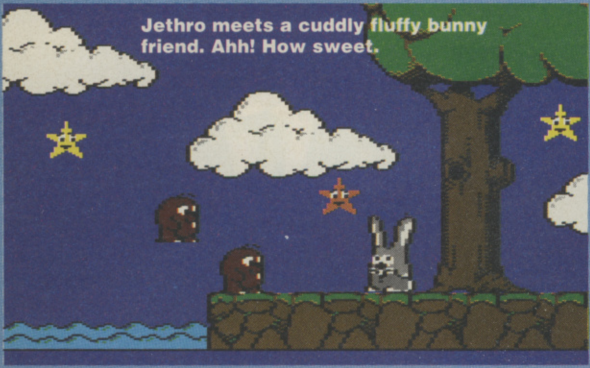
EARLY WARNING!

Let's face it – there are very few original plots in the world of computer games. If it's a platform game, chances are that you're a good guy who has to rescue his sweetheart from some bad guys. What separates the classics from the crud are the graphics, animation and gameplay – and *Beavers* seems to have more than its fair share of all three.

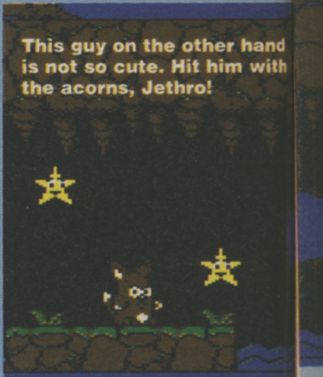
In this cute-and-cuddly platform romp, you play Jethro, a worldly wise beaver. All is well in Jethro's world, until – well what do you think happens next? Yup, an evil gang (in this case made up of evil foxes) beaver-nap Jethro's girlfriend and take her off to their caves far away in a distant valley. Rather than just calling the police and letting them sort it out, Jethro steams off in pursuit, arming himself on the way with all sorts of strange and throwable things. In addition he can do one or two rather unusual things that you wouldn't normally expect of a beaver. Not only can he spin round slashing opponents with his tail, or knocking them out of their trees, but if he spins it fast enough he can use it as a helicopter blade, enabling him to launch aerial attacks on his foes.

There are four valleys in *Beavers,* each made up of four levels for Jethro to battle through in search of his love. The first level is set in the evergreen forests in summer, where Jethro can collect the acorns to use as weapons. Along the way he has to cross rivers and waterfalls by leaping from one floating log to another, or enlist the help of friendly salmon and turtles. At the end of the level, Jethro has to do battle with and defeat one of the four bears that guard the route.

Valley two is a winter scene, where a snow bear is the enemy and snowballs are the weapons used to defeat him. Valley three is a huge lumber yard, infested not only with evil foxes but also filled with buzz-saws and falling logs. The end-of-level bear here is a hillbilly bear - who's *Sooo* stupid, you have to shoot him in the feet to beat him. The final level is the cave hideout of the bears, riddled with loose rocks and runaway mine cars – and if Jethro makes it to the end he meets – well,



Jethro meets a cuddly fluffy bunny friend. Ahh! How sweet.



This guy on the other hand is not so cute. Hit him with the acorns, Jethro!

WINTER SUPER SPORTS '92

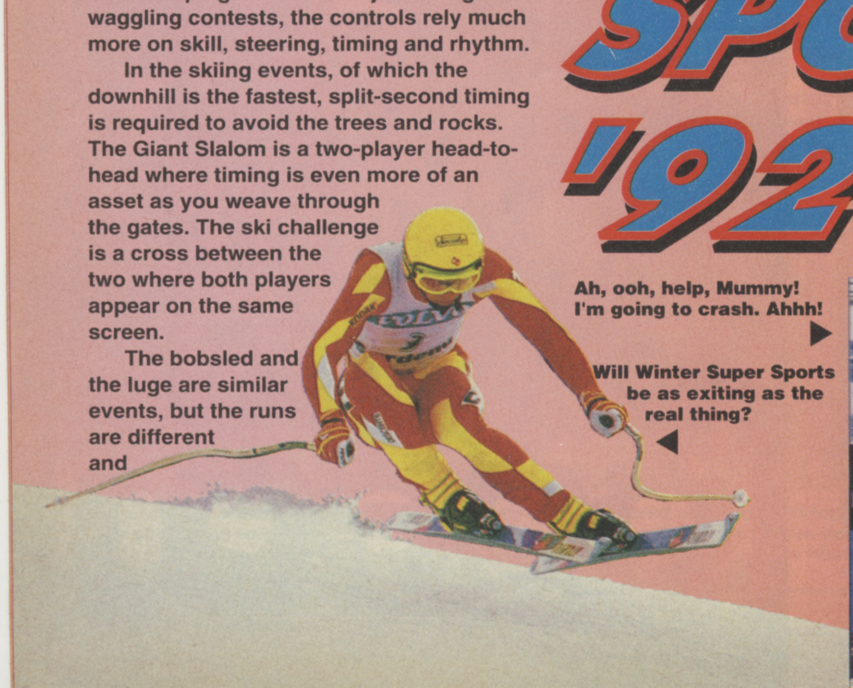
Snow sports may look glamorous on TV, but they carry the real risk of spending eight weeks in plaster too! Now Flair have a simulation solution! Tomba watch out, your days are numbered!

If you've been caught up in the excitement and razzamatazz of the Winter Olympics, you'll be glad to know that you'll soon be able to experience a little of the high-speed antics from the comfort of your warm home. *Winter Super Sports '92* is a multi-event sports sim that promises to be the next best thing to having the ski jumpers fly off the ramp and land in the living room.

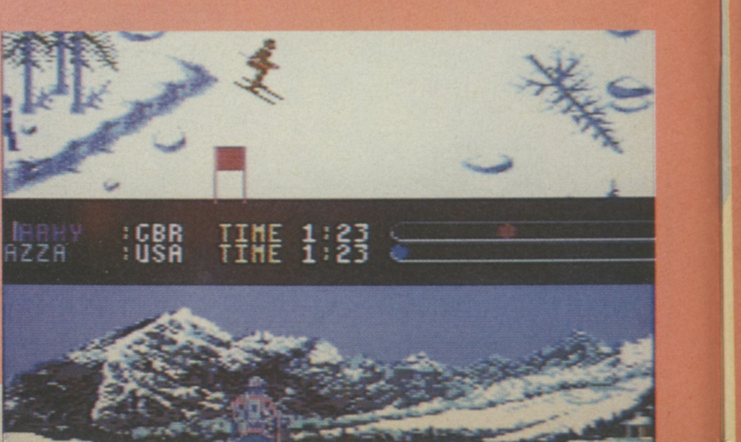
The eight events include Skiing (downhill, giant slalom and challenge); Skidoo Racing; Bobsled; Luge; Speed Skating and Bale Jumping. Rather than just being 'stick waggling contests, the controls rely much more on skill, steering, timing and rhythm.

In the skiing events, of which the downhill is the fastest, split-second timing is required to avoid the trees and rocks. The Giant Slalom is a two-player head-to-head where timing is even more of an asset as you weave through the gates. The ski challenge is a cross between the two where both players appear on the same screen.

The bobsled and the luge are similar events, but the runs are different and



Will Winter Super Sports be as exiting as the real thing? ◀

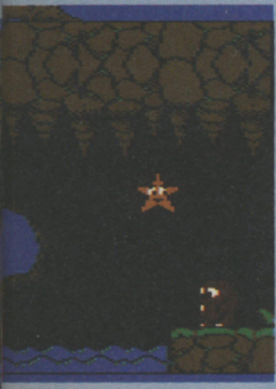


Ah, ooh, help, Mummy! I'm going to crash. Ahhh! ▶

BEAVERS

Dam! That's what Beavers do best! Or that was the case until Grandslam started looking for a cutesy hero for a tale of lost love in the four valleys. Quite why they chose a beaver has yet to be explained, but curiously enough it really seems to work!

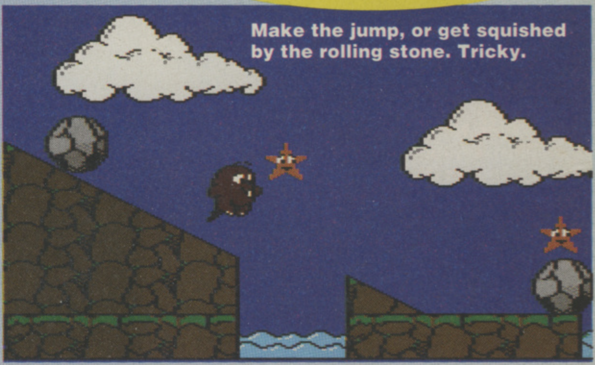
Game	*Beavers*
Publisher	Grandslam
Release	March
Contact	081 6553494



yon't want us to spoil the surprise, now would you?

One of the best things about *Beavers* (that you obviously can't see in these screenshots) is the gorgeous animation that goes into Jethro's movement. If you leave him alone for a while, he will look at you with a bored expression. Leave him longer still and he'll lie down, go to sleep and snore until you wake him up. When he chomps through trees with his razor-sharp incisors, he sprays splinters everywhere. When he is on the edge of a ledge he will balance and start to sweat. When he gets hit on the head by a falling object a lump rises up and stars spin around his head in the best cartoon traditions. And when Jethro uses up all his lives rather than just dying he lays on the floor, kicking his feet and crying his eyes out.

At last there's a challenger with the potential to rival Sonic in the cute stakes. Watch out for a full review of Jethro's antics in next month's issue of *Commodore Format.*



Make the jump, or get squished by the rolling stone. Tricky.

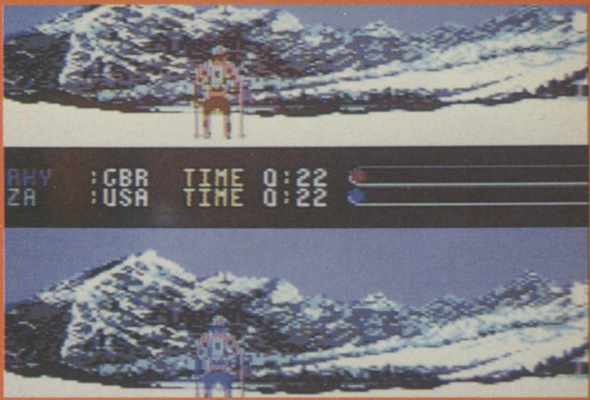
the luge (basically two metal skates strapped to a piece of wood!) is far more difficult to steer. If you'd prefer to have an engine, there's also the two player race-and-chase action of skidoo racing. Here you charge your metal steed over three laps of a frozen lake with the chance to barge your opponents off of the course - Ayrton Senna-style.

Completing the set are the speed skating and bale jumping (sort of hurdles races on ice), where rhythm and timing beat fast joystick waggling every time.

So that you can get an unfair advantage on your friends, there's a practise mode on all the events that lets you try each event until you're unbeatable. Sneaky, eh?

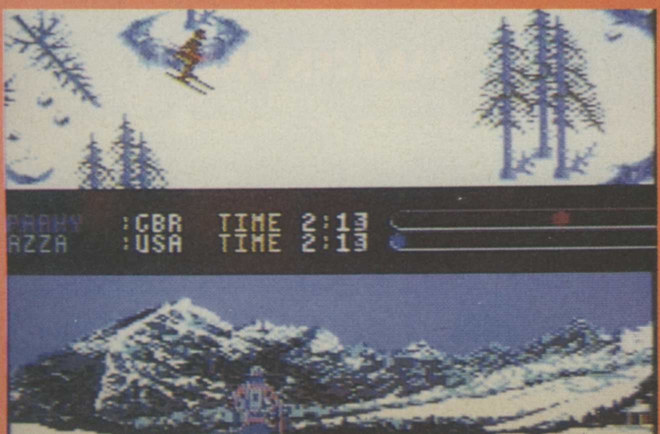
One of the most fun, fab and all round interesting things about *Winter Super Sports* is that up to eight people can compete in the same game. Better still, in five of the events you can have simultaneous two-player action either split-screen style (so that each player can roam around the whole course) or on a full-screen (where you can bump, bore and otherwise shove your opponent off the course – not very sporting, but it can be done).

Winter Super Sports '92 will be released in early March and you can read our full review in next month's hard-core, downhill-screamin', livin'-on-the-edge *Commodore Format.*



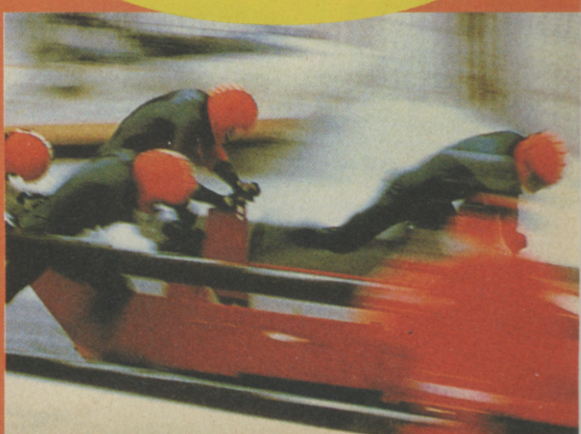
And the graphics look even better when you're whizzing though the mountains at speed. No time to sit and watch the scenery pass by in this game.

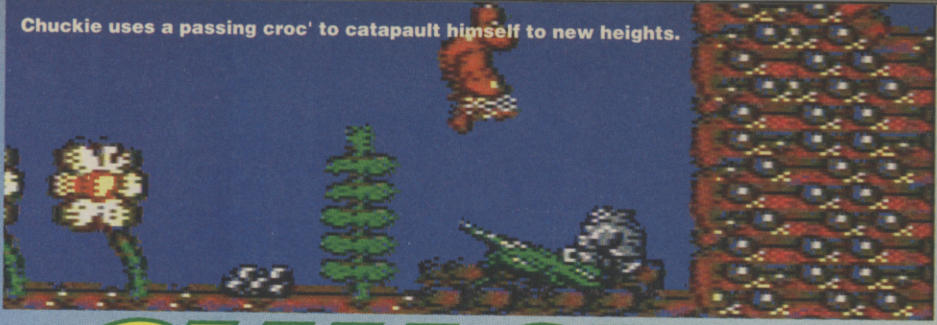
Game	*Winter Super Sports '92*
Publisher	Flair
Release	March
Contact	0661 860260



And the red player has made the turn and is speeding towards the finish. Hurrah! ◀

Bobsled riding is another featured sport. Dare you brave the Cresta Run! ▶




Chuckie uses a passing croc' to catapault himself to new heights.

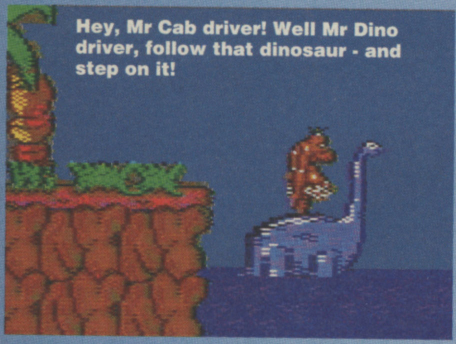
CHUCK ROCK

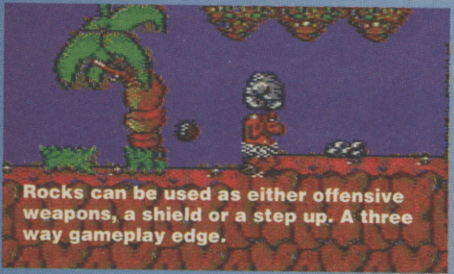
"Ugah Bugah" is Chuck Rock's catchphrase! This may sound like gibberish now, but back in the Stone Age it was the height of polite conversation. Although, how Chuck Rock qualified, even then, is still a mystery.

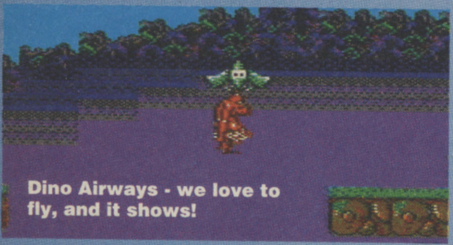
Chuck Rock surprised many people, and most of all Core Design. Core released the 16-bit versions during the software slow summer of 1991, and all of a sudden they had a hit on their hands. The game had a strange appeal which struck a chord with gamers - it smacked of errant silliness, but still retained a highly playable edge.

No 8-bit versions were coded because the game relied heavily upon animation for its humour, and until they could convert it properly, Core decided to give it a miss. Now they've found an Italian team who are up to the task. So it's official, the world's craziest caveman is finally coming to the Commodore.

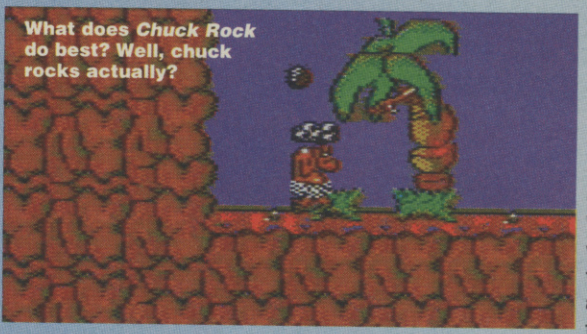
Chuck is (deja-vu) a man who's lost his lady. She's been kidnapped and so he sets off to save her, which means - yup, you've guessed it - surviving a platform jungle. The plot, as is rather obvious, is not the game's strong point. Its strength lies in the way in which the world of Stone Age man was graphically captured to provide both a challenge and fun.


Hey, Mr Cab driver! Well Mr Dino driver, follow that dinosaur - and step on it!


Rocks can be used as either offensive weapons, a shield or a step up. A three way gameplay edge.


Dino Airways - we love to fly, and it shows!

Anachronistically, Chuck lives at the time of the dinosaurs, and they provide the tools and threats that litter 'the land of which time has a vague recollection'. Being a caveperson (no sexism here) Chuck hasn't developed anything as sophisticated as a weapon, so he has to make do with either Big Daddy-style bodychecks or chucking rocks - but they are big ones! He can hurl them to slay his foes, hurl them to form platforms and he can even throw them to get the dinosaurs to do his bidding!


What does *Chuck Rock* do best? Well, chuck rocks actually?

There will be times in *Chuck Rock* when he has to leap up to reach a place that's way out of reach. Here he'll need the help of a friendly crocodile, because if he stands on its tail and bungs the rock onto its nose, it pivots, bunging him high into the sky. If he wants a lift, pterodactyls can be encouraged with a gut-but to help in this by grabbing Chuck by the scruff of the neck and flying him over the gap. Effective as these solutions are though in terms of gameplay - lets face it - they aren't that funny!

What is wickedly amusing though are the dangers, the worst of which is, well, how do you say it, droppings. Dinosaurs are big beasts you see, many feet tall, and they eat an awful lot. By definition, this means that their rumps are way above head height and regularly active. So, whereas in Batman the threat from above is in the shape of leaking acid pipes, in *Chuck Rock* it's dino droppings. Walk under the wrong beast at the wrong time and you'll get a fatal herbal shampoo, Stone Age style!

C64 *Chuck Rock* promises to have all the playing power and the ribald humour of its 16-bit cousins. If it lives up to that then Core could find themselves with a caveman Corker. And this time it will be no surprise.

Game	Chuck Rock
Publisher	Core Design
Release	Late March
Contact	0332 297797

SNIPPETS

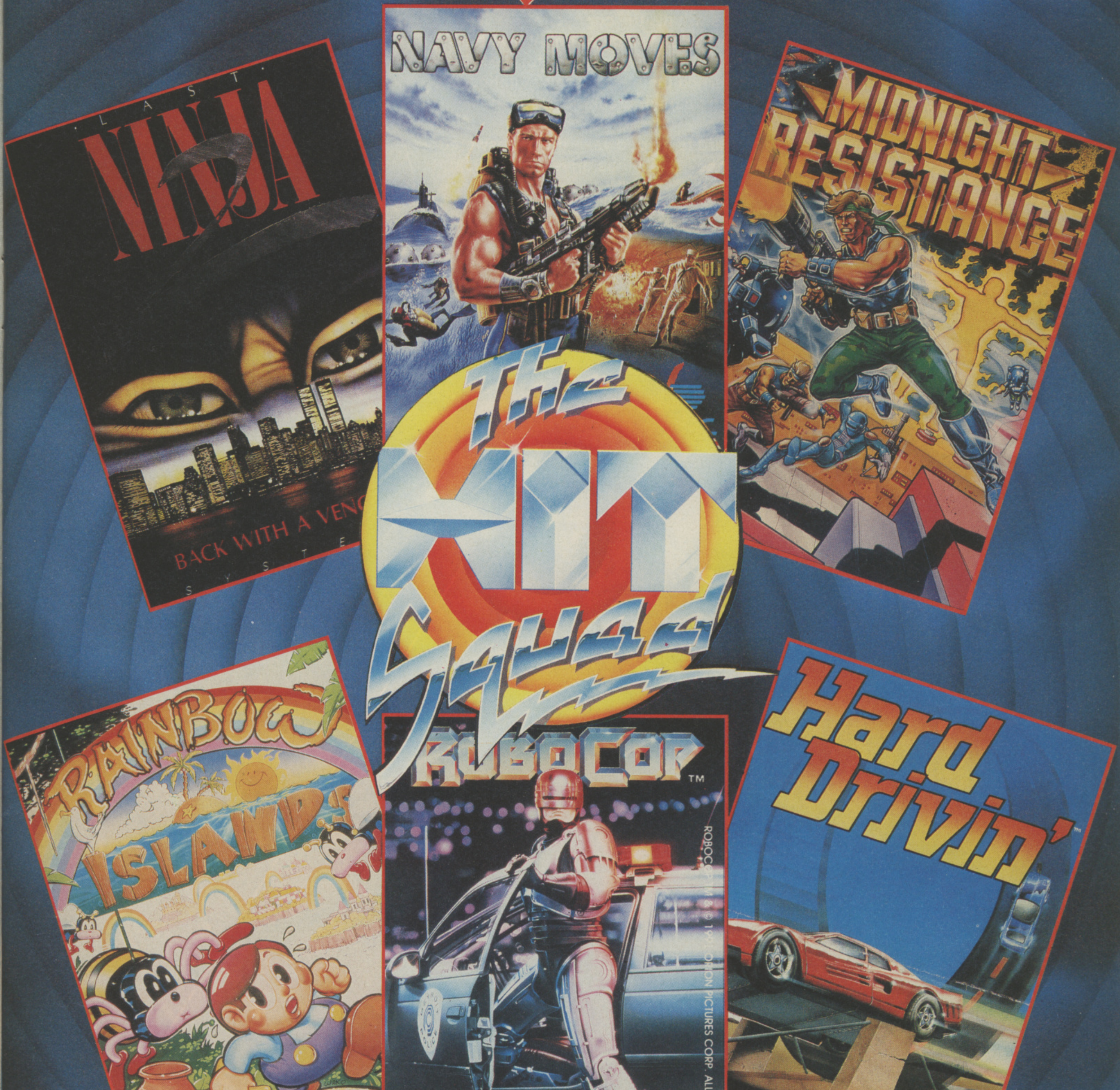
THE LIGHT FAN'TASTIC!

A new disk based magazine for the seriously serious C64 user has just been launched. Light Disk64 contains a mix of text and ready to run programs and - sorry tape users - comes on two disks. Light Disk64 is complied by Commodore programming professionals, who have created a special icon style system for their 'magazine'. At this early stage it is only available by mail order at a cost of £4.50 - because it would be too fragile to withstand the rigours of living on a newsagents shelf for a month. To get more information or purchase a copy, send a cheque or PO to Light Disk64, Datasphere Publications, 7 Fallowfield Close, Norwich, NR1 4NW - and they promise to get the disks back to you by in the next post

SARACEN PAINT

Ooops! Did anybody spot our little mistakette last month? Yes, the contact number given in the *Saracen Paint* review was, we are sorry to say wrong. It should have been was 0480 496497, the number Idea's Uk distributors the Software Business - or now you could turn to page 58 and check out our Mail Order offer on this paint pack Corker!.

THE BEST IN QUALITY GAMES


LAST NINJA
BACK WITH A VENG
SYSTE
NAVY MOVES
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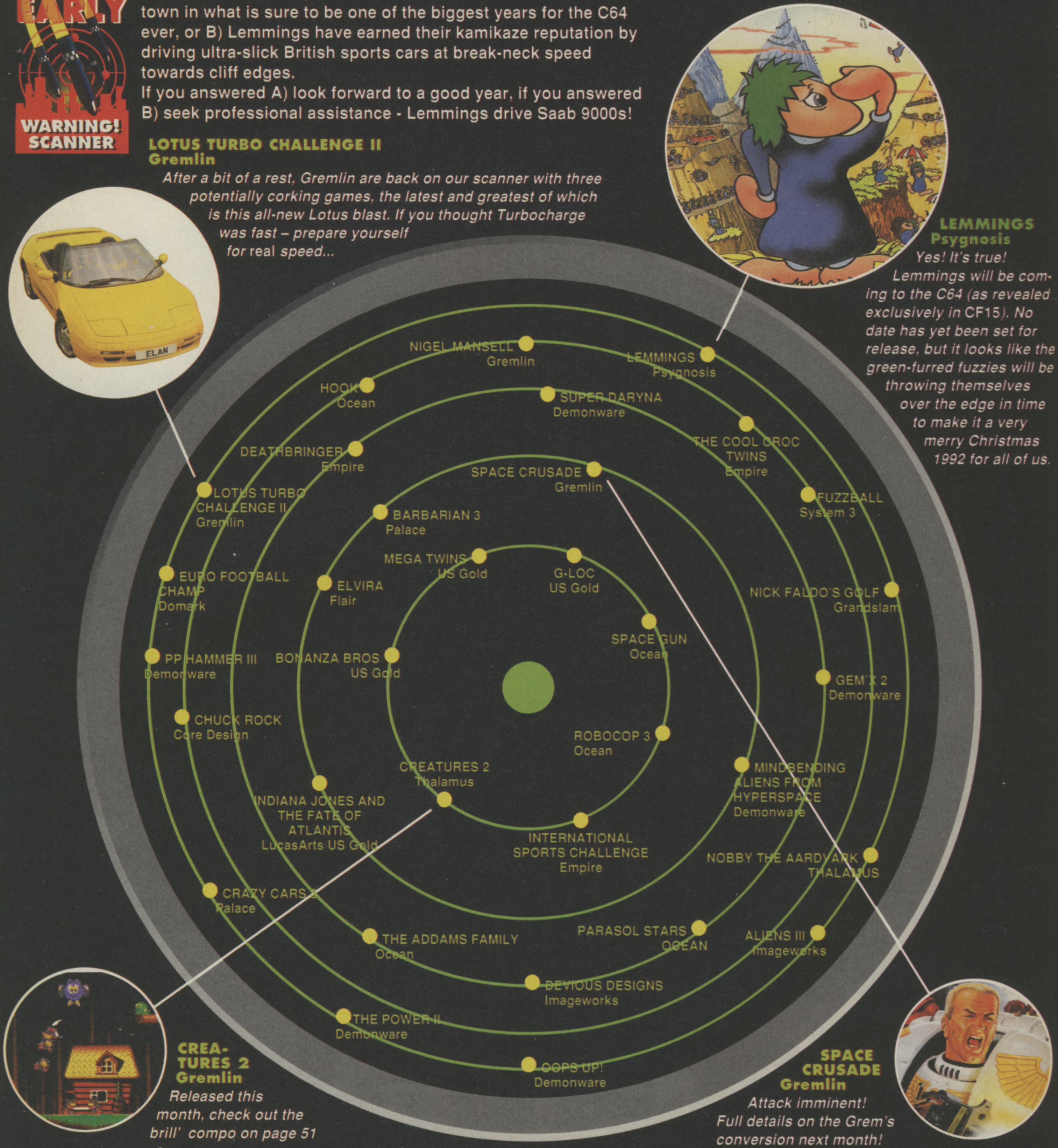
EARLY WARNING! SCANNER

Fast cars and suicidal rodents, what's the connection? Is it A) Uuuh, there isn't one, but there soon will be when the two hit town in what is sure to be one of the biggest years for the C64 ever, or B) Lemmings have earned their kamikaze reputation by driving ultra-slick British sports cars at break-neck speed towards cliff edges.
If you answered A) look forward to a good year, if you answered B) seek professional assistance - Lemmings drive Saab 9000s!



LOTUS TURBO CHALLENGE II
Gremlin
After a bit of a rest, Gremlin are back on our scanner with three potentially corking games, the latest and greatest of which is this all-new Lotus blast. If you thought Turbocharge was fast – prepare yourself for real speed...

LEMMINGS
Psygnosis
Yes! It's true! Lemmings will be coming to the C64 (as revealed exclusively in CF15). No date has yet been set for release, but it looks like the green-furred fuzzies will be throwing themselves over the edge in time to make it a very merry Christmas 1992 for all of us.

ELAN
NIGEL MANSELL Gremlin
LEMMINGS Psygnosis
HOOK Ocean
SUPER DARYNA Demonware
THE COOL CROC TWINS Empire
DEATHBRINGER Empire
SPACE CRUSADE Gremlin
LOTUS TURBO CHALLENGE II Gremlin
FUZZBALL System 3
BARBARIAN 3 Palace
MEGA TWINS US Gold
G-LOC US Gold
EURO FOOTBALL CHAMP Domark
ELVIRA Flair
NICK FALDO'S GOLF Grandslam
SPACE GUN Ocean
PP HAMMER III Demonware
BONANZA BROS US Gold
GEM'X 2 Demonware
CHUCK ROCK Core Design
ROBOCOP 3 Ocean
CREATURES 2 Thalamus
MINDBENDING ALIENS FROM HYPERSPACE Demonware
INDIANA JONES AND THE FATE OF ATLANTIS LucasArts US Gold
INTERNATIONAL SPORTS CHALLENGE Empire
NOBBY THE AARDVARK THALAMUS
CRAZY CARS 3 Palace
PARASOL STARS OCEAN
ALIENS III Imageworks
THE ADDAMS FAMILY Ocean
DEVIOUS DESIGNS Imageworks
THE POWER II Demonware
OOPS UP! Demonware

CREATURES 2
Gremlin
Released this month, check out the brill' compo on page 51

SPACE CRUSADE
Gremlin
Attack imminent! Full details on the Grem's conversion next month!

ALERT! INCOMING! ALERT! INCO

Is it a Russell Grant Astrology chart? Is it one of those particularly useless railway maps? Is it a Gamebusters playing guide? No, it's the *CF Scanner*, the only forthcoming games guide worth reading. Like a radar, it gives *Early Warning* of incoming games and predicts when they'll hit the shop shelves. The inner-most ring shows games that are only one month away, the second ring two months away and so on. The fifth and furthest ring shows games that are on their way, but for which no firm release date has been established. So when you scan the scope and spot a title that looks interesting, you'll know exactly when it will be finished. Track it on the scanner and you'll be ready to rush out and get that game the day it's released. For maximum effect make a "bleep, bleep, bleeeep" noise while reading.

If you want to know who the reviews team are, or what those crazy little symbols at the top of each review page mean, all your questions are answered here, on the Powerplay page. This month, inspired by the cracking* Demon Blues*, the review squad confront the issues of good and evil. The team confess...

POWERPLAY

TRENTON WEBB

When asked about the worst thing he's ever done, our Ed said, "It's got to be conning the crew on the bridge of the Titanic into a game of blind man's buff one night in 1912. It was just getting good when... I can't talk about it any more. I still get a sinking feeling whenever I think about it."

JAMES LEACH

James has done plenty of bad things, the worst of which was standing his girlfriend up on a date. Not too nasty you may think, but the date was on Ascension Island in the Atlantic. It cost her £800 to get there, and when James didn't show, she was a tad miffed (*relieved? - Ed*).

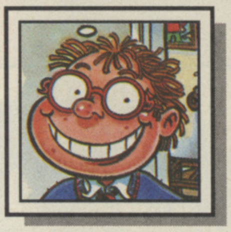
PAUL LYONS

"I stopped being bad after a really frightening thing happened to me. I came into work one morning only to discover that all my favourite C64 tapes and disks had been wiped completely clean. It was terrible, all my techie stuff down the tubes! I reckon some unseen demon was punishing me for my previous naughtinesses."

NEIL WEST

Clean-living Neil says he's never been bad in his life. He says it's not in his nature. So we pressed him further; "I once typed in a cheat to *Pang*. I felt so naughty that I deliberately lost all my lives just to get rid of the guilty feeling. Oh, and I also stayed up to 10pm one night last summer." We left Neil alone after that.

ROGER FRAMES



The super-stingy schoolboy admits to some pretty foul deeds. "A while ago I came in early one day and rubbed a magnet over Paul Lyons' favourite game cassettes. Instead of duffing me up, he looked worried and has been really nice to me (and everyone else) since. Weird, eh?"

STUART CAMPBELL

North of the border, Stuart is known as "That really, really bad boy". So how did he get that reputation? "I borrowed Edinburgh Castle one night. I hid it but my parents found out and made me pay up. It'll cost me £5 a month for the next 275,000 years! So I think I've learned my lesson.

SEAN MASTERSON

Sean was out when we called on him. Oh, he was in the office, but the glazed look in his eyes and the drool on his chin convinced us he wasn't actually 'in'. He mumbled something about dragons and "the evil that lies within the man", then spoke no more. So we emptied his pockets, found 11p and spent most of it on sweets.

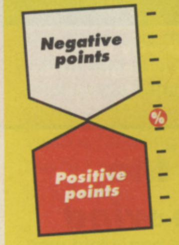
LINDA BARKER

Being a girl, Linda couldn't have done anything bad ever, or so we thought. But shes commits a heinous crime every day by playing Spectrum games for our sister mag *YS*. Still, they are *Spectrum* games, so she's to be pitied and helped more than judged. We gave her the remainder of Sean's 11p to cheer her up.

Bits'n'Bobs

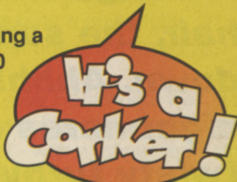
Commodore Format's review system is as simple as can be. There's none of that tricky hard–to–follow nonsense here. Each review is packed with as much information as you'll need to decide if a game's for you, and it will help you get started playing. At the end, you'll find a straightforward ratings system that tells you exactly what's good about a game, and what's not so hot...

CF RATINGS



When you arrive at the end of a review you'll see one of these egg-timer shaped thingies. At the top will be the game's poor points, and at the bottom its strong points. The shape of the ratings box depends on the mark it achieves, so there's plenty of room to detail a good game's strong points, and vice versa.

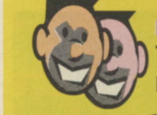
The highest rating a game can get is 100 per cent, but none ever has.


It's a Corker!

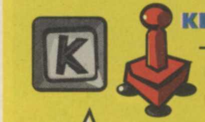
If you see a game review featuring this symbol , it means it's rated more than 90 per cent, so it's an 'official' corker and could well be worth a good look.

GAME ICONS

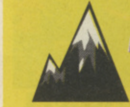
To make life easier for you we've knocked together a few 'tell-at-a-glance' icon thingamajigs so you can tell at a glance what standard feature each game contains. They are:



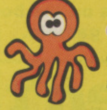
FACE – Number of players. The more heads, the more people can play.



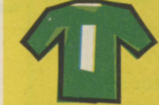
KEYBOARD / JOYSTICK – Bit obvious really. It signifies the control mechanisms.



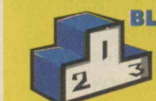
MOUNTAINS – If you can see a mountain, it means there are difficulty levels.



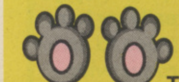
OCTOPUS – Multiload, the game's in bits if the octopus appears (tape users beware).



GOALIE'S SHIRT– This means there's a save option available (groan).



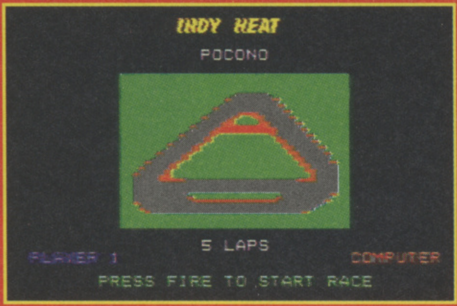
BLOCKS – You can prove to everybody how good you are at a game by using a high-score table.



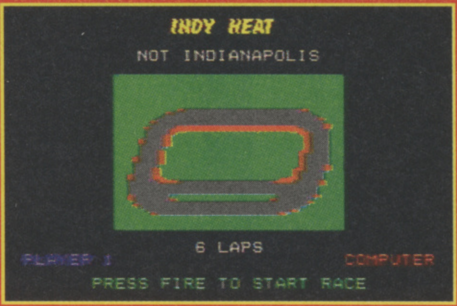
PAWS – Yes, we're afraid that really is what it means. There's a pause mode.

The COMMODORE FORMAT crew March on1992

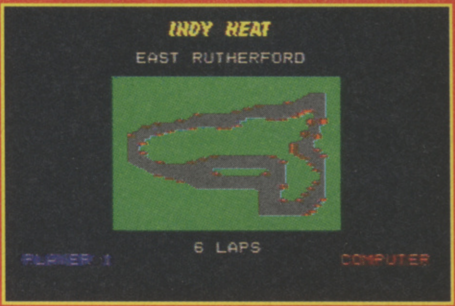
And what would Sir like for a main


INDY HEAT
POCONO
5 LAPS
PLAYER 1
COMPUTER
PRESS FIRE TO START RACE

Pocono - five laps. H'mm, pretty simple methinks, this one's just a triangle. Even bad drivers should have no prob's here.


INDY HEAT
NOT INDIANAPOLIS
6 LAPS
PLAYER 1
COMPUTER
PRESS FIRE TO START RACE

Not Indy - six Laps. Still reasonably easy. You might need two pits stops here for fuel especially if you crash, so watch that dial.


INDY HEAT
EAST RUTHERFORD
6 LAPS
PLAYER 1
COMPUTER

East Rutherford - six laps. Ahhhh, it's horrible. Lots of twisty, turny bits to snag the reckless and the quick. Drive carefully!

Oh the joys of the open road, the wind rushing through your hair, the sun beating down. Ahhh! The nightmares of a twisty turny race track with insane suckers cutting you up! If the latter is your idea of fun then* Indy Heat *could be just you cup of char!

INDY H

This is a race game that looks a bit weird. Well, to be more precise, you look at it a bit weird – like from a light aircraft circling 2,000 feet above the track! The cars are the smallest of sprites, nudging and barging each other around 12 tortuous tracks in the deserts of the USA. Yet despite these visual handicaps, it works rather well.

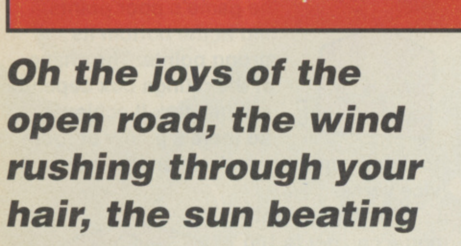
The distant view may give little feeling of being there down amongst the muck and bullets (!?!) but when you hit the last lap, it's tense stuff! The hands tighten on the joystick, the eyes sharpen to pinpoint precisely every pixel and it really, really matters that you beat the three computer drivers to the chequered flag and take the race honours.

Coming from a coin–op, *Indy Heat* is delivered in small race size chunks. You take one race at a time and victory is the only way to guarantee qualification for the next *Indy Heat* on an even tougher track. Winning also earns you a whole pile of cash that can be spent on your car to make it a whizzier, more efficient, and an all-round better lean, mean, racing machine.

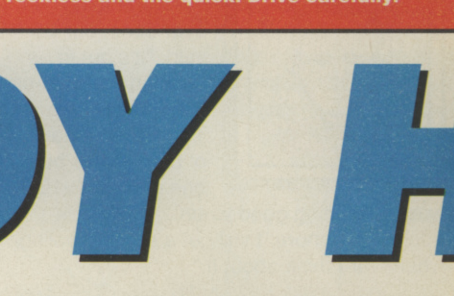
The game kicks off with you choosing a character to represent you down in the dust and spending $100,000 on your spanky new car. You'll only be able to afford one or two extras, but even at this stage of the game you can start to build up a mechanical advantage.

The scene shifts to the track and the cars are ready for the green light. It's race time and time to prove your metal. The cars pull away and you have to weave through the field, avoiding damaging collisions with the barriers and other cars. This ain't easy but it's vital if you want to win - and the second that one of the computer cars cuts you off in a corner, you desperately want to win.

Damage weakens the car and slows you down, so careless drivers end up in smoking


003
CAR OK
3
FUEL
TURBO
CAR OK
3
FUEL
TURBO

And they're off! At East Rutherford there's a handy short cut across the grass on the bottom left corner - but using it is a gamble.


TJW
STORM
BRUISER
1st
20 PTS
$100 000
2nd
16 PTS
$90 000
MPH
3rd
14 PTS
$85 000

Those famous racing twins TJW and Storm finish first and second. "Excuse me sir, but I think we're wearing the same head?"

You haven't got any fluffy dice have you?

A vital part of Indy Heat are the go-faster extras. But what do they do?

TURBOS: An absolute must for every speed king. Press fire for that extra burst to take you over the line - or into the wall.

BRAKES: These slow you down real quick - but brakes are for cissys (and survivors)!

TYRES: This special set helps to stop you spinning out - unless you really try hard!

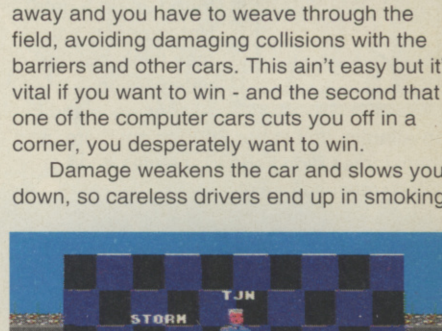
CREW: This speeds up pit stops to give a racing edge. It's a sort of productivity bonus, albeit a very, expensive one!

MPG: The kind of thing that seems to matter to your dad and Skoda drivers.

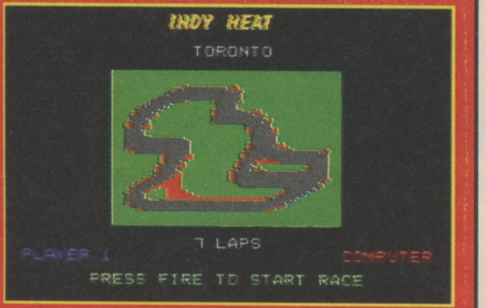
ENGINE: Gives you extra poke on the acceleration front. Only useful when you've mastered the art of straight lines!

SIMON'S PICK: The computer picks the option for you and wastes all your cash for no discernable benefit whatsoever!

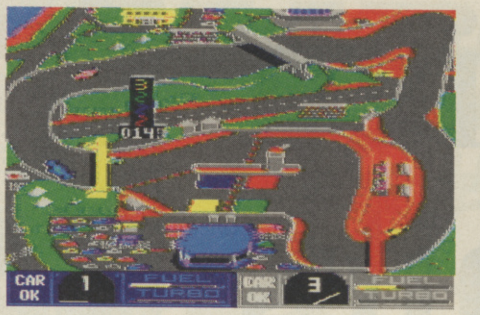
RACE: When you're bored or broke select this to hit the track and start the race.


INDY HEAT
PURSE 20,000
LETS BURN RUBBER
TURBOS 30,000
BRAKES 30,000
TYRES 40,000
CREW 40,000
MPG 50,000
ENGINE 50,000
SIMONS PICK
START RACE
RED PLAYER
PRESS FIRE
TURBOS 30,000
BRAKES 30,000
TYRES 40,000
CREW 40,000
MPG 50,000
ENGINE 50,000
SIMONS PICK
START RACE

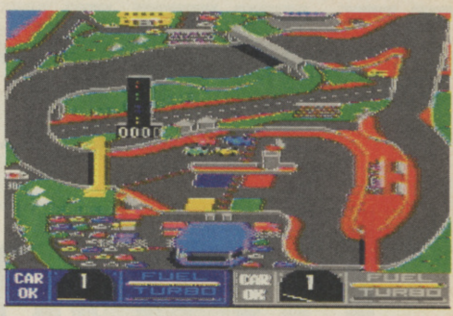
course?


INDY HEAT
TORONTO
7 LAPS
PLAYER 1
COMPUTER
PRESS FIRE TO START RACE

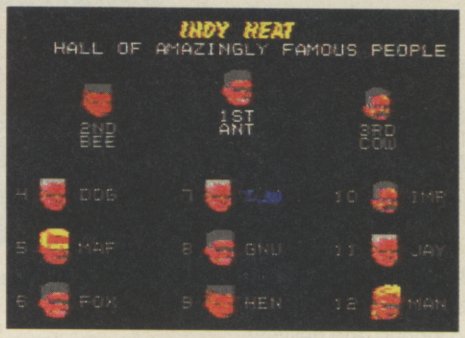
Toronto - seven laps. Now the Indy Heat's start to show their class. This is track four of tweleve - the next eight are far worse!


014
CAR OK
1
FUEL
TURBO
CAR OK
3
FUEL
TURBO

Yellow screams off to a strong lead. Only a crash or fuel crisis can save the race now; where's Murry Walker when you need him?


000
CAR OK
1
FUEL
TURBO
CAR OK
1
FUEL
TURBO

At the start just imagine that you're sat in an XR3i at the lights outside the local chippy. Rev lots, rev some more then *GO*!


INDY HEAT
HALL OF AMAZINGLY FAMOUS PEOPLE
2ND BEE
1ST ANT
3RD COW
4 DOG
7
10 IMP
5 MAF
8 GNU
11 JAY
6 FOX
9 HEN
12 MAN

When you run out of luck and credits you get a chance to see how good (or bad) you were.

EAT

wrecks that putter pathetically around the track. So when (it is sadly inevitable) the damage takes its toll or the fuel starts to run out, it's time to hit the pits. Even in the shortest races you have to divert to the pit lane at least once to take on extra gas. This is where the race will be won or lost in most cases, so it helps to invest in a speedy crew. Luckily, pitting is easy; you just pull off of the track and stop near the pad that flashes in your car's colour. Near is good enough as your enthusiastic team leap out, pull your jallopy into the bay and repair your racer.

> When it's you against a mate, dirty tricks driving really comes alive

Racing itself is a matter of fast, deft touches of the 'stick to change the direction your car's headed in. It can get confusing at first, as the cars rotate while the controls don't, but there are two 'stick methods to choose from and as soon as you find the one that suits your style, you'll begin to leap up the field. Good driving is not a matter of just going fast though, but consistent cornering, avoiding crashed cars, clean pit-stops and fuel economy.

Winning looks simple to start off with, as the tracks are mere triangles and squares with no niggly bits to negotiate. These elements soon rear their vengeful heads though with chicanes, sharp sequential bends and a general nastiness of design that would have Nigel Mansell blubbing into his moustache. This is where the coin-op pedigree cuts in; you only have two credits to buy your way out of losing, so if you want to stay in the title hunt you MUST win. In the arcade shovelling pound coins in may have bought you success, here skill is all that counts.

Indy Heat works because of its mix of precise action and the inclusion of some strategy - which go-faster extras enhance the way you drive? Once you've to put your money where your gear shift is then it's time to back that strategy up on the track. The tension comes from the threat of sudden death exclusion from future heats because of one slight slip - *Indy Heat*'s demand for round after round of perfect driving is annoying but ups the game's tension to excellent levels. And on top of all this there's the two player option.

Racing against a human is the biz. When it's you against a mate, mano et mano style, dirty tricks driving really comes alive. There are short-cuts through the run-off safety zones and of course the playful nudges that encourage competitors' cars into the crash barriers. This is *Indy Heat* at its best, with vicious blocking moves and spoiling tactics of the "if I can't win, you can't win either" variety in full effect.

Where *Indy* falls down in terms of display, new tricks and staying power it makes up for, in terms of straightforward playability. It's easy to pick up and exerts a powerfully addictive little tug - just one more race syndrome at its best.

As a conversion *Indy Heat* works well. It combines all the best points of the arcade - intense bursts of play - with a longer term aim - finding the right power ups for the car so you can win the championship title. It's straight up fun with a few frills, just like a real arcade should be.

TRENTON WEBB

Game	**INDY HEAT**
Publisher	**STORM**
Cassette	**£10.99**
Disk	**£15.99**
Release	**MARCH**
Contact	**071 5032521**

POWER RATING

THE DOWNERS...

- Small sprites don't look stunning.
- Played in short chunks so there's little time at the joystick.

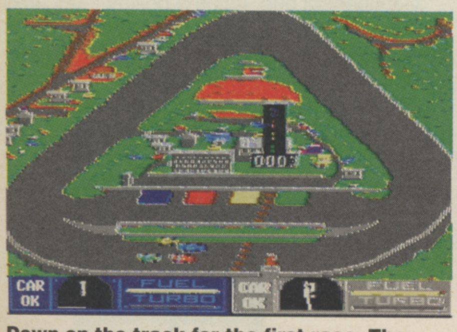
100

81%

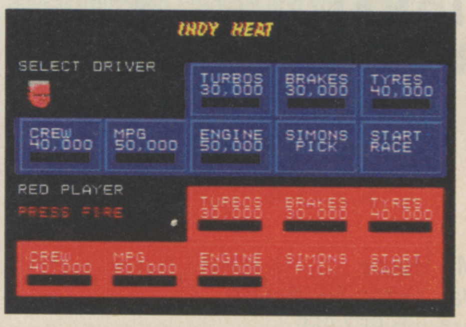
0

- **Go faster extras add an element of strategy to racing.**
- **Good range of player options, including multi-load.**
- **Real vicious two player fun.**
- **12 increasingly tough tracks to try out.**
- **Tougher than the coin-op.**
- **Instantly playable, but hard to beat.**
- **Uses the classic look down race perspective.**
- **Two player option encourages dirty tricks.**
- **Has a strong 'one more race' hook.**
- **Simple arcade fun.**

...AND THE UPPERS

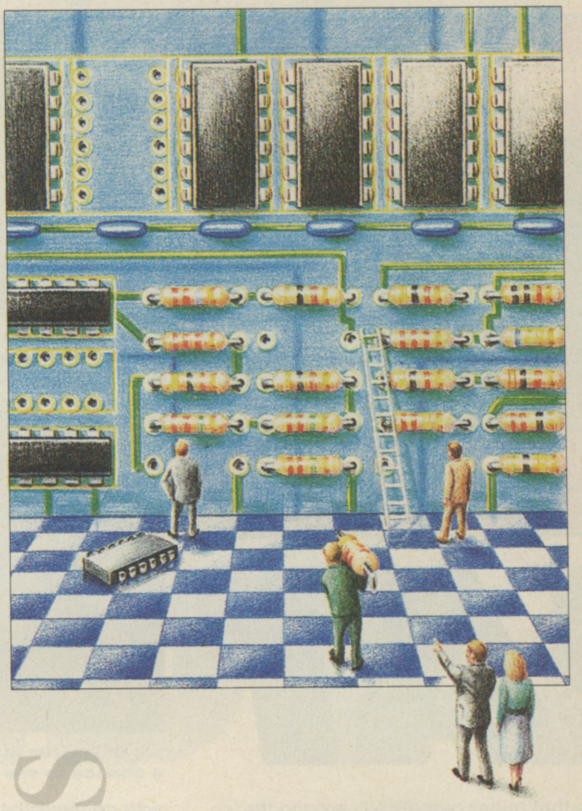

000
CAR OK
1
FUEL
TURBO
CAR OK
FUEL
TURBO

Down on the track for the first race. The lights go green and it's time to get crazy, cutting everybody up, just because you can.


INDY HEAT
SELECT DRIVER
TURBOS 30,000
BRAKES 30,000
TYRES 40,000
CREW 40,000
MPG 50,000
ENGINE 50,000
SIMONS PICK
START RACE
RED PLAYER
PRESS FIRE
TURBOS 30,000
BRAKES 30,000
TYRES 40,000
CREW 40,000
MPG 50,000
ENGINE 50,000
SIMONS PICK
START RACE

At the start of the game some nice benefactor gives $100 000. Unfortuneatley you have to spend it on the car and not a holiday.

Amiga Repairs



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Andy Roberts' GameBusters

Spring is in the air and most young people's thoughts naturally turn to beating NZ Story, hammering Rodland and crushing Smash TV. Love? Fiddlesticks! Who needs it when we've got the POKEs, cheats and hints for all?

EQUINOX

Our fabulous hacks make the game easier to play, but you've still got to solve the puzzles yourself. As we're so kind, here is the solution to level 1.

Firstly, find the TELEPORTER CREDIT and pick it up, then use it to pay for the teleporter. Teleport to the other room and collect the HAND DRILL, then teleport back again. Enter the MAGNETIC LIFT and get out at the top, then use the HAND DRILL to open the safe. Collect the DYNAMITE, and use it to clear the rubble in the lower room.

Find another teleporter credit, pay for the teleporter again, then collect the CANISTER and go through the teleporter. Dispose of the canister, teleport back, then find and collect the KEY, using it to open the locked door. Get the LEVEL 2 PASS, enter the TRANS-LEVEL teleporter, then exit at Level 2.

I'm on the lookout for solutions to the other 7 levels, and there's a software voucher up for grabs too, so get cracking.

Little guy in the helmet, come on down! It's Smash TV - the game show with the lethal element. And we've got infinite lives for it!

SMASH TV

One of the great games of '91, but just a tad hard to finish. So, here are some POKEs for reset switch owners, courtesy of Warren Pilkington. Just reset on the INTRO screen (with the scrolling credits), and immediately stop the tape.

Now enter; POKE 2573,169:POKE 2574,165 (Return) POKE 2576,3:POKE 2577,164 (Return) then type SYS 2069 to restart the game with infinite lives. Oh, and don't worry about the initially corrupted graphics - it's just a side effect of resetting the C64.

Action Replay owners fear not! Start the game as normal, freeze it, then enter POKE 41987,165 for infinite lives.

NAVY SEALS

Andy 'TOTAL' Dyer printed an incorrect cheat for this in CF13, which many of you pointed out. Instead of typing BRAINHEAD, you should instead type BRAINDEAD.
Sorry 'bout that.

NEW ZEALAND STORY

Incredibly tough from the word go, and you'd be lucky to get as far as level 3 without infinite lives. So, hold down the keys T, R, Y, C, H, E, A, T, I, N, and G (or alternatively, as many keys as possible). The border should turn grey - you now have infinite lives AND the ability to skip levels with a hefty prod on the LEFT ARROW key! However, you still have to tackle the guardians... boo hoo.

RODLAND

If you're having problems tackling the level guardians, heed this sound and sensible advice from Alan Francois and you should be well on the way to beating them.

1. THE CROCODILES

Simple. In 2 player mode, both players stand facing the crocodiles and fire rapidly until they disappear. If you're on your tod, fire at the nearest one to you (but make sure you keep an eye on your hind-quarters).

2. THE WHALE

In one player mode, you should blast the whale's eye, while dodging or shooting any babies. The second player can choose to defend the first player from the babies while he/she shoots the eye.

3. THE ELEPHANT

Just stand to one side and fire, as the elephant will eventually swing towards you. Those of you with any courage can run up to him, blast him, then retreat. You decide.

4. FLYING BULL

The first stage is the hardest. Let him fly over you, then blast him when he lands. However, be sure to move when he flys up again, as he tend to come down rather quickly. Don't let him drive you to the side of the screen - you'll get trapped. The second stage is quite easy. If he flies into the air, let him follow you to the middle of the screen - now stop and move as he comes down. The third and final stage is easy-peasy. Stand on the left side of the screen, and blast the babies until he moves to your side. Now move up to him, blast him, then move back to kill the babies. Keep this up and he will die... eventually.

THE HITS 2

Here are a few specially hand-prepared cheat modes for that most excellent Thalamus compilation.

CREATURES

Plug your joystick into port 1 and wait for the title music to stop, then wiggle your joystick like crazy when the high score table appears - when the Clydes turn grey, put the joystick back into port 2 to start the game with a difference.

RETROGRADE

Type I HATE BROS at the very bottom-right of the screen before loading the game for infinite energy.

SUMMER CAMP

Enter your name as CALAMITY on the high score table for infinite lives.

MONEY FOR OLD ROPE

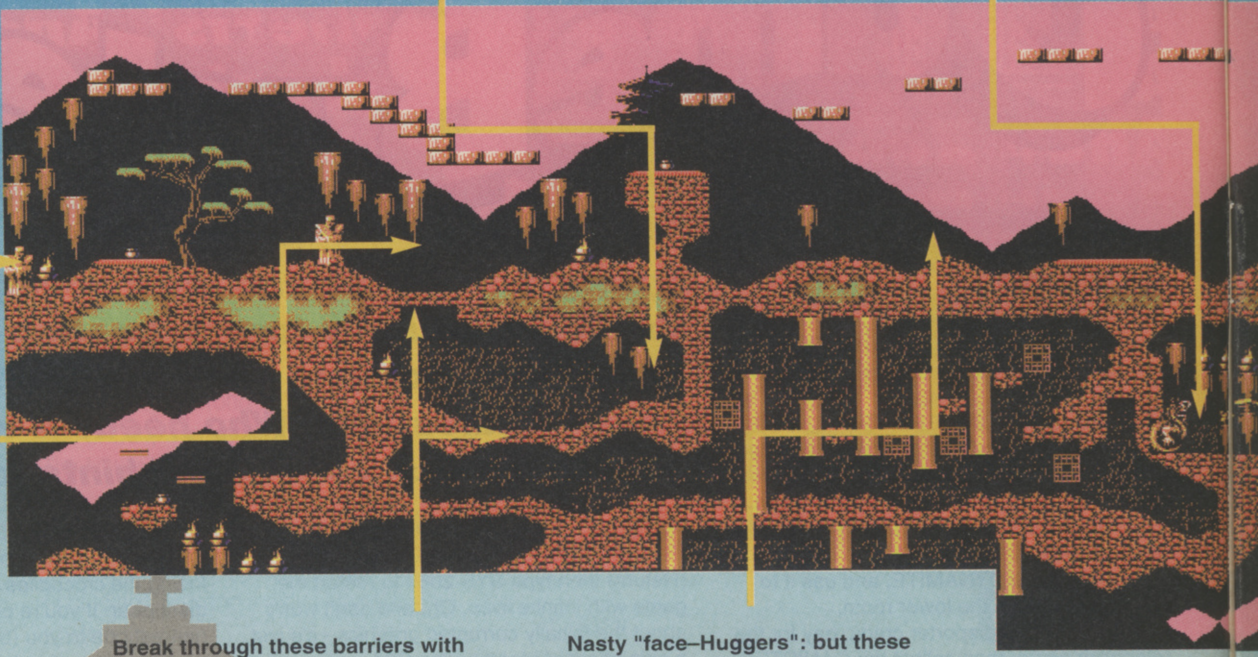
Or even fabulous new maps, tips, POKEs, and solutions. Yes, there's a rather gorgeous £20 software voucher for the taking EVERY month. And if we're feeling generous, we might throw in an exclusive and attractive GameBusters diary too.

Send all your paraphernalia to:

Andy Roberts' Gamebusters,
Commodore Format, 30 Monmouth Street,
Bath,Avon, BA1 2BW.

An extra weapon, the axe, can be found here: it adds long range firepower to your samurai's strikes.

Log number 1: these are needed to cross the waterfall at the end of the level.



Start here. Practise your moves before leaving the safe zone.

Bats galore: keep moving if you want to stay alive young Sami'.

Break through these barriers with sword or downward kick to gain access to hidden caverns.

Nasty "face–Huggers": but these only hurt when then cling on, otherwise they are harmless.

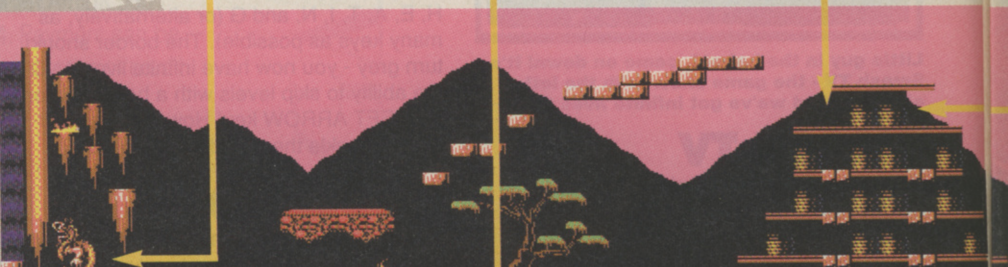
FIRST SA

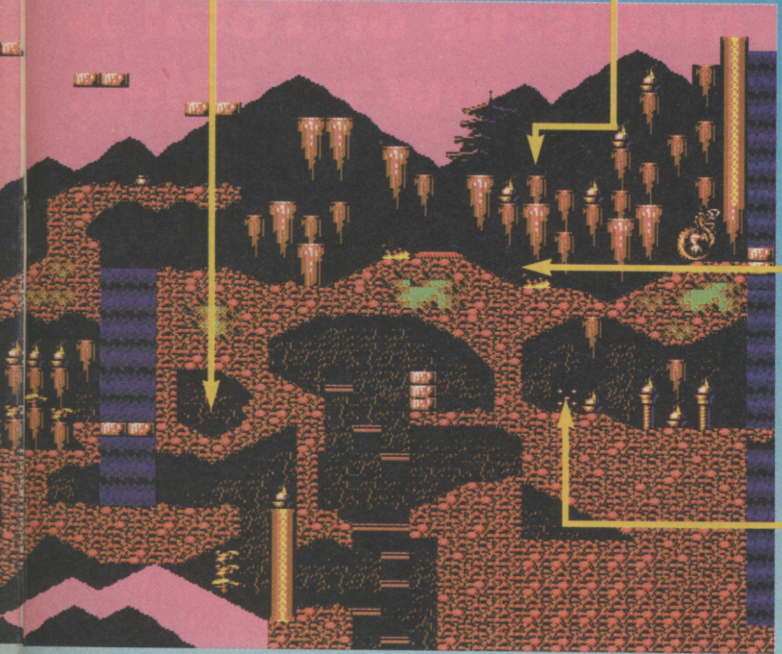
First Samurai ***is one of our best demos we have yet released on the*** ***CF Powerpack,*** ***but it is so big and tough and mean that you may need help getting to the end. 5th dan black belt*** **Gambuster Andy Roberts** ***has swapped his katana for a pencil and paper to map out this futuristic Japanese monster theme park to aid you in your quest.***

Avoid the dragon on either side of the waterfall: its breath is fatal, so duck and cover!

Extra food: this builds up energy, eat well and stay healthy.

Avoid the spiders: use the middle platform and chop the ones on either side.





A recurring potion can be found here, which returns you to your restart position.

Use these platforms to climb over the waterfall: after the fire's been extinguished.

There's a volcano here, and can only be stopped by the old man: use a bell to call him.

Could it be a log? These need to be collected if you want to succeed.

PLAIN TIPS

**** Most of the chests contain food .***

**** Find the bell – use it to call the master at those tricky spots.***

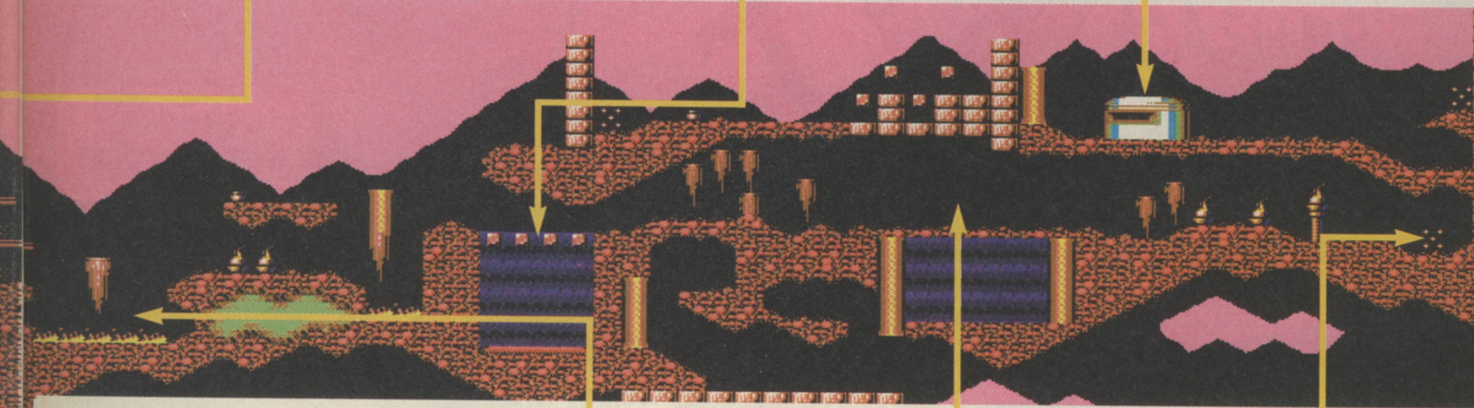
**** Recharge any pots you come across – if you die, or get transported, you return to the last pot touched.***

**** In our demo game, there aren't enough logs to cross the waterfall. But in the real first level...***

**** Don't allow the Alien-style face-huggers to cling on to you for too long – they drain your energy really quickly.***

**** Be careful near dragons – their halitosis is instantly deadly.***

MURAI



Destroy all of the square blocks to reveal extra platform.

This is the waterfall which must be crossed to complete the level: find those logs then summon the old man with a bell.

The top part of this level can not be reached from here – but from higher levels it is possible to come back here.

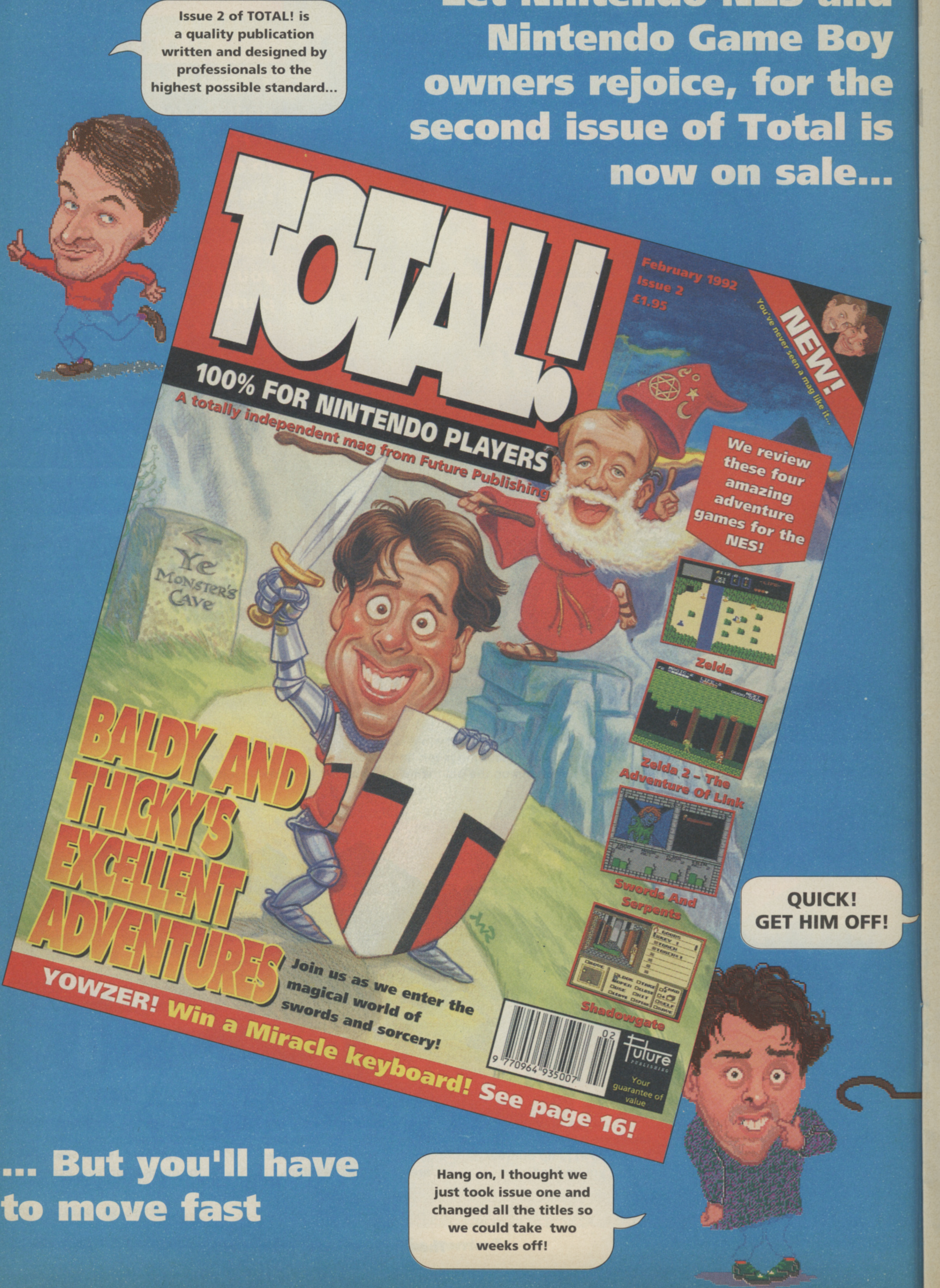
This leads to the lower catacombs, but our demo won't let you go this far - in the full game this leads to another level.

A dangerous firey pit, take care when crossing: if you fall in jump out real fast or you're fried!

End of level guardian: a huge dragon - mucho leaping and fast sword strokes are needed to beat him.

These things are teleporters – not active in the demo. In the full game these are used for quick inter-level access.

Let Nintendo NES and Nintendo Game Boy owners rejoice, for the second issue of Total is now on sale...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Supremacy	£10.99	N/A
Terminator 2	New £7.99	£10.50
The Simpsons	**New £7.99**	**£10.50**
Total Recall	£7.50	£10.99
Turrican II	£7.50	£10.99
Turtles Coin Op	New £8.50	£11.50
Viz	£7.50	N/A
WWF Wrestlemania	**New £8.99**	**£10.50**

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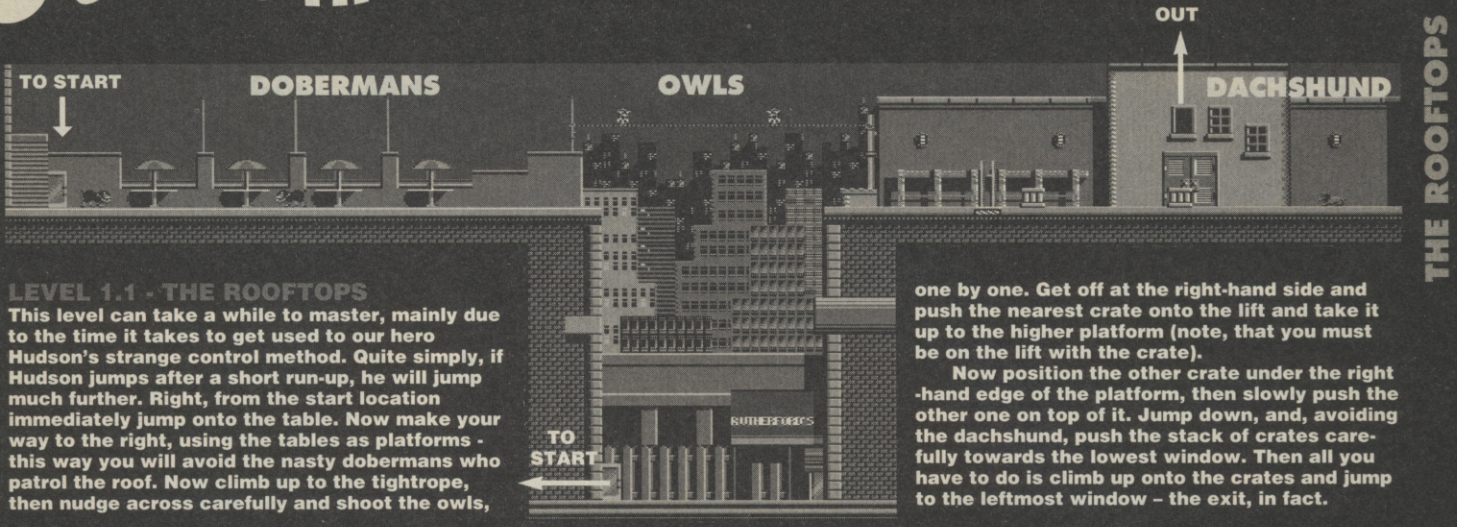
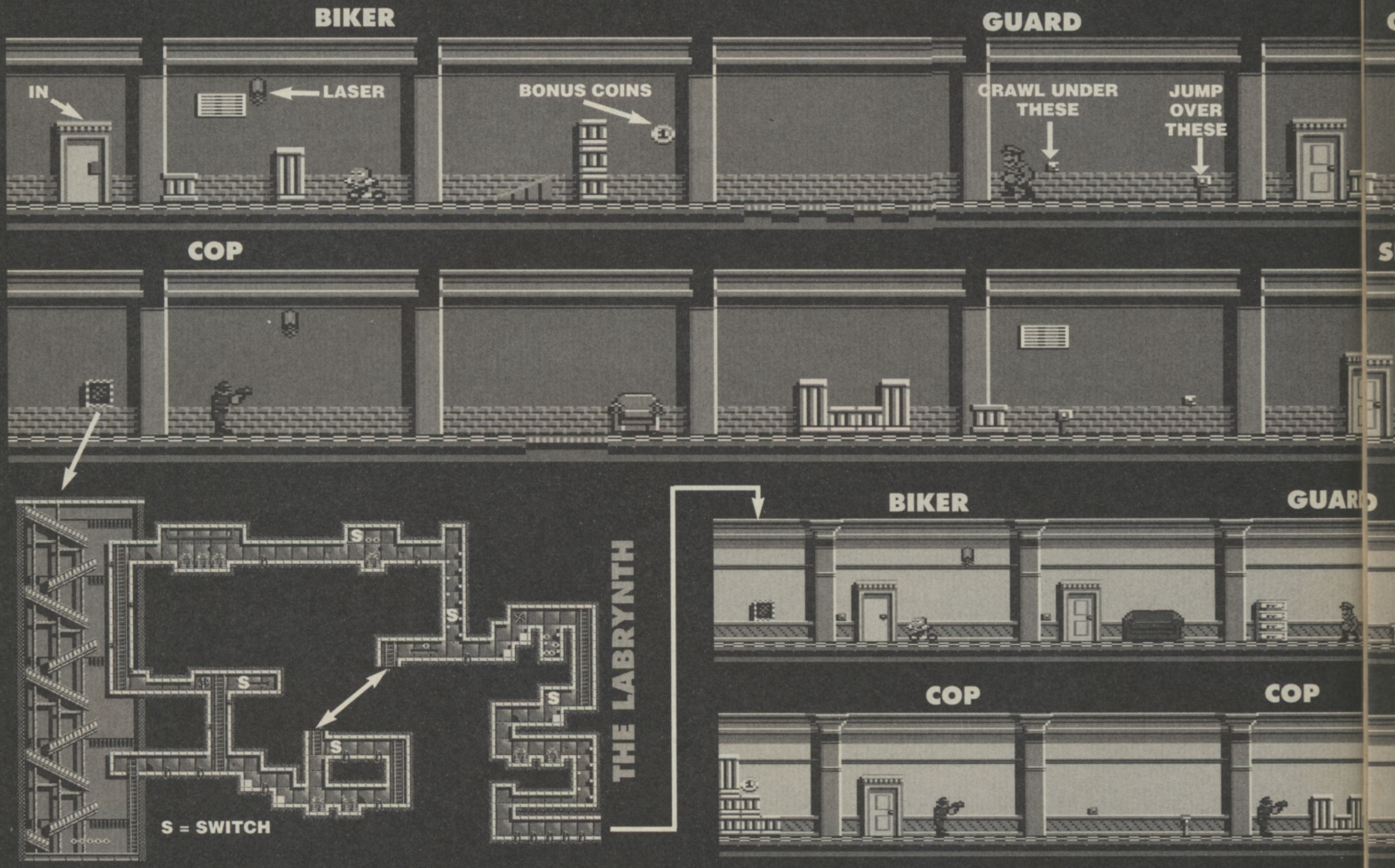
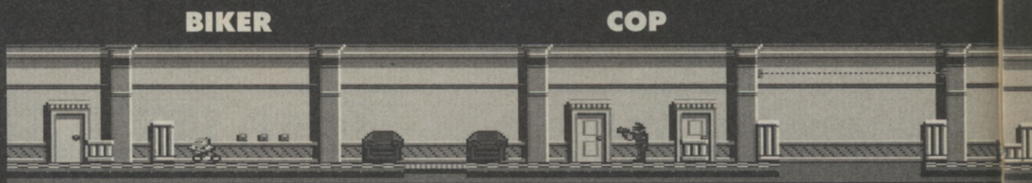


LEVEL 1.1 - THE ROOFTOPS

This level can take a while to master, mainly due to the time it takes to get used to our hero Hudson's strange control method. Quite simply, if Hudson jumps after a short run-up, he will jump much further. Right, from the start location immediately jump onto the table. Now make your way to the right, using the tables as platforms - this way you will avoid the nasty dobermans who patrol the roof. Now climb up to the tightrope, then nudge across carefully and shoot the owls, one by one. Get off at the right-hand side and push the nearest crate onto the lift and take it up to the higher platform (note, that you must be on the lift with the crate).

Now position the other crate under the right-hand edge of the platform, then slowly push the other one on top of it. Jump down, and, avoiding the dachshund, push the stack of crates carefully towards the lowest window. Then all you have to do is climb up onto the crates and jump to the leftmost window – the exit, in fact.





LEVEL 1.2 - FLOOR 11

The skill to master is the timing of the lasers. Avoiding the lasers, push the crate up to the larger one and climb over, shooting the biker as you leap. Use the springboard to jump over the other large crate. If you step on a pressure pad, the alarm will sound (and speed up the lasers). If you wait for a minute or so, the alarm will stop.

Once past the guard, you are confronted by some more security equipment; you should crawl under the 'stud' on the wall and jump over the 'lollipop' sensor. Shoot the next guard, climb up to the tightrope, shuffle across, drop down, then kill the biker at the other end. Again dodging the laser, dash over the crates and enter the lift to...

LEVEL 1.3 - FLOOR 10

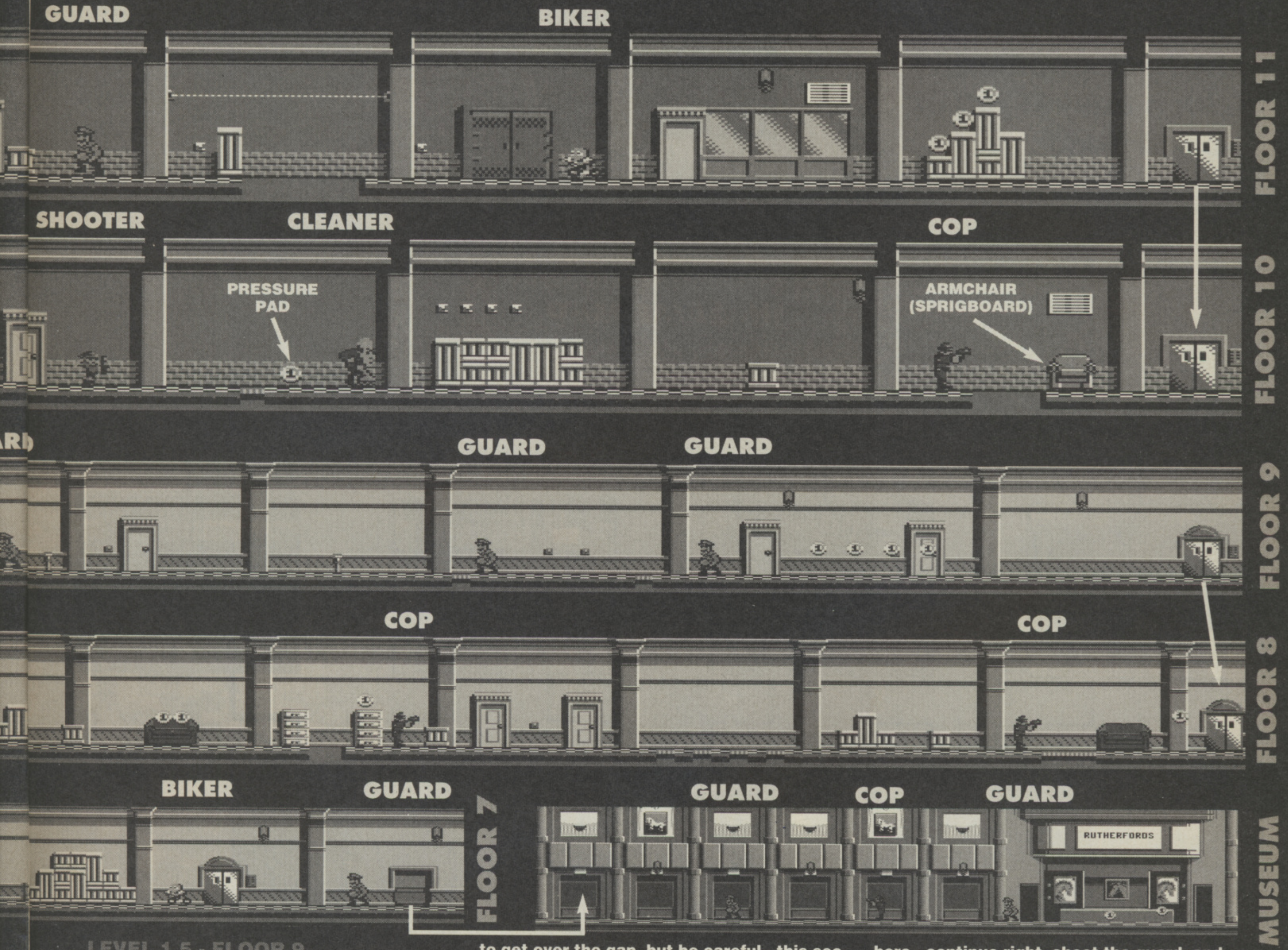
Crawl immediately, and blast the cop on the other side of the hole. Now jump onto the armchair, which will bounce you over the hole. As before, push the crate to the left, and this allows you to climb over the stack of crates. Shoot the mad cleaner, jump over the pressure pad, then kill the little shooter (who would otherwise stun you). Continue left and bounce over the pressure pad using the armchair as before (it might be a good idea to kill the cop first). Now dodge past the laser and make a dash for the exit hole.

LEVEL 1.4 - THE LABYRINTH

Climb up the ladder and enter the next room. Dodging the flamethrowers, go up into the next bit and hit the switch at the top of the shaft. Go back down, and head right until you reach a ladder - climb up it, and jump off when safe. Now, standing in between the two flamethrowers, fire a ball to hit the switch on the left. Now go back up to the shaft (where you hit the first switch) and the fan will have stopped. Run past it, and climb carefully up the ladder and into the next section. Use the monkey-bars to climb over the lasers, then hurry right until you reach the pit. If you hit the switch on the left, it turns the lasers off for a short time. Drop down the shaft at the end, into the next section, then hit the switch to disable the fan. Collect the coins, drop down, then hit the switch again - this disables some lasers lower down. Once over the lasers, simply weave your way to the exit.

HUDSON HAWK

This not-quite-a-corker puzzle game just happens to be one of the best movie games for a long time, but it's tricky too. This month we help you to grab the SFORZA from Rutherfords Auction House, with a little help from Andy Roberts...



LEVEL 1.5 - FLOOR 9

Kill the biker, then proceed right in time with the laser. Bounce over the crates using the sofa, and kill the guard. Continue right, kill the guard, then make your way past the pressure pads and kill the other guard. Avoiding the other lasers make a dash for the lift again.

LEVEL 1.6 - FLOOR 8

Here's where it starts to get really difficult. As before, shoot the cop then bounce across on the sofa. Move over the crates and the pressure pads, then kill the cop you encounter by the green doors. Use the crate to get over the gap, but be careful - this section is tricky. Once over the gap, continue left and use the crate as before to climb the other crates. Shoot the cops then nip through the green door.

LEVEL 1.5 - FLOOR 7

Climb over the crates, blast the biker, then use the armchairs to cross the pressure pad. You'll encounter another cop as you cross it, so run back a little on landing, then turn and let him have it. Climb up the crates to the tightrope, and cross it as before. Make your way over the huge pile of crates, and shoot the biker. You can't enter the lift here - continue right, shoot the guard, and exit through the dumb waiter-type thing.

LEVEL 1.6 - THE MUSEUM

Don't lose your cool now! Sneak past the laser and kill the guard. Wait 'between' the two lasers until the coast is clear, then continue right. Kill the cop you meet, then wait between the lasers again. When safe, run past the laser and kill the guard - then run to the right, jump up onto the platform, and punch the painting to release it. Well done, you've finished level 1!

Next month *CF* joins Hudon Hawk on his level two quest for the code book!

SUPER SPACE INV

The Return of the Invaders can be quite tricky at times, especially if you've no idea what is in store. That's why we've put together these in-game and end-of-level plans, along with a bucket full of tips. Triffid.

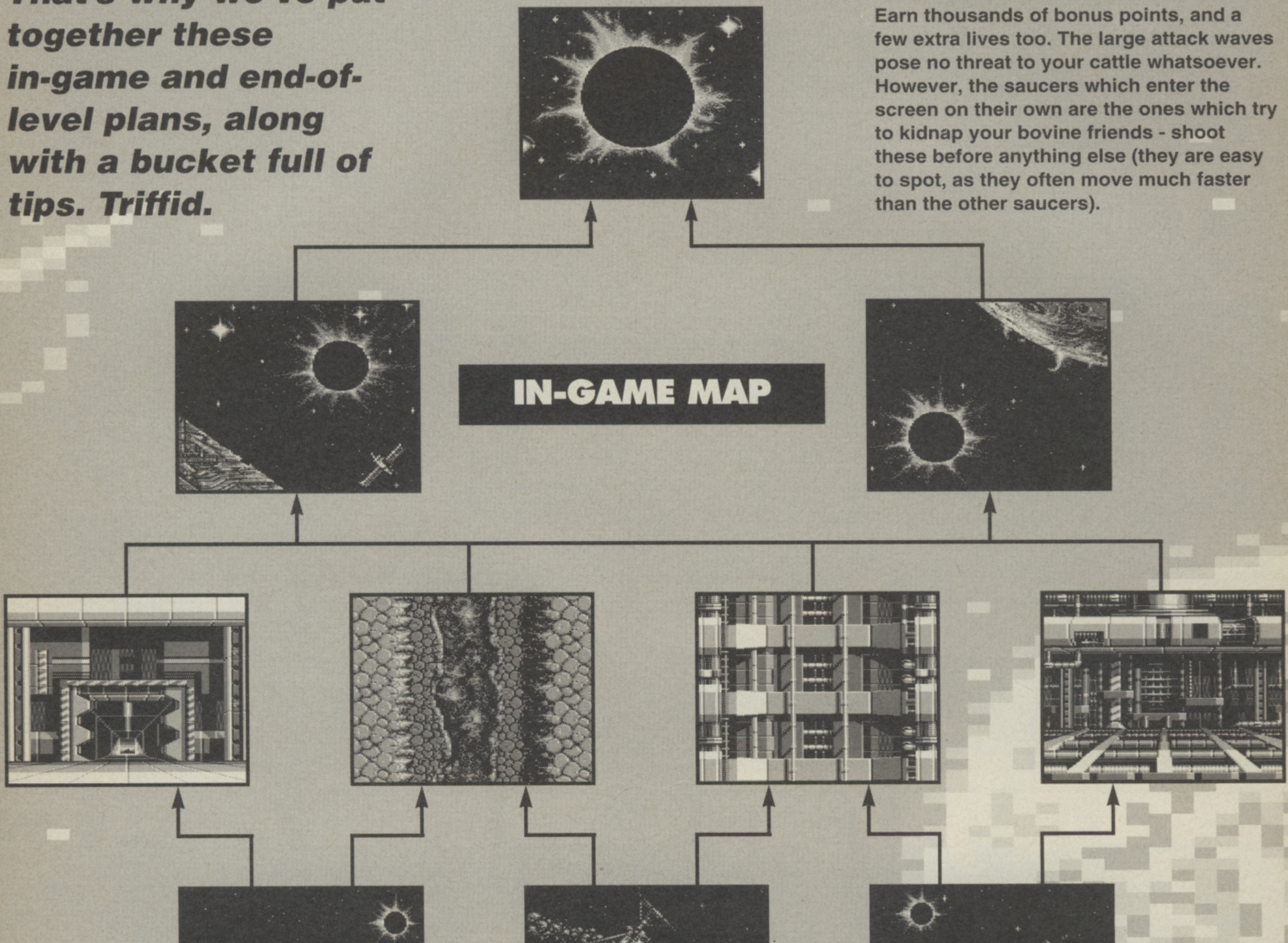
IN-GAME TIPS

The levels that feature cattle mutilation sequences have a set alien pattern; the first wave moves slowly, and fires occasionally. The second wave moves and shoots a little faster, and the third attack wave features aliens that expand when hit - here it is best to shoot every other column to prevent them expanding fully.

The remaining levels (3,4,5,10,11,12) have slightly different attack patterns; the first is the bog-standard attack wave, moving and firing slowly. The second moves and fires faster than before, but starts LOWER DOWN on the screen. And as you might have guessed, the third attack wave starts even lower.

CATTLE MUTILATION

Earn thousands of bonus points, and a few extra lives too. The large attack waves pose no threat to your cattle whatsoever. However, the saucers which enter the screen on their own are the ones which try to kidnap your bovine friends - shoot these before anything else (they are easy to spot, as they often move much faster than the other saucers).



ADERS

LEVEL 3

Not easy, as the gun turrets continually track your position. The only way to dispose of this baby is to destroy both turrets, and then blast the engines.

LEVEL 4

This only has one major weapon to avoid, namely a huge vertical strip of laser death. Firstly, dispose of the two pumps on either side of the mothership, then shoot the laser head-on. The mothership shudders before firing the laser, so when it does, get out of the way.

LEVEL 5

Horribly difficult. To kill this armed-to-the-teeth mothership, you'll have to destroy every single gun. There isn't much to say, other than keep firing and keep moving.

LEVEL 10

Probably the most difficult of the lot, but doesn't it look pretty? The key to wiping out this oversized fly lies in it's blue centre - but first you'll have to shoot the lower section until it becomes detatched. You then have limited chances to blast the blue orb.

LEVEL 11

This winged devil is possibly the easiest of the bunch, probably because there is only one 'Achilles Heel' to shoot. Concentrate your firepower on the anchor-shaped claw at the bottom, moving to the side when it flies down towards you.

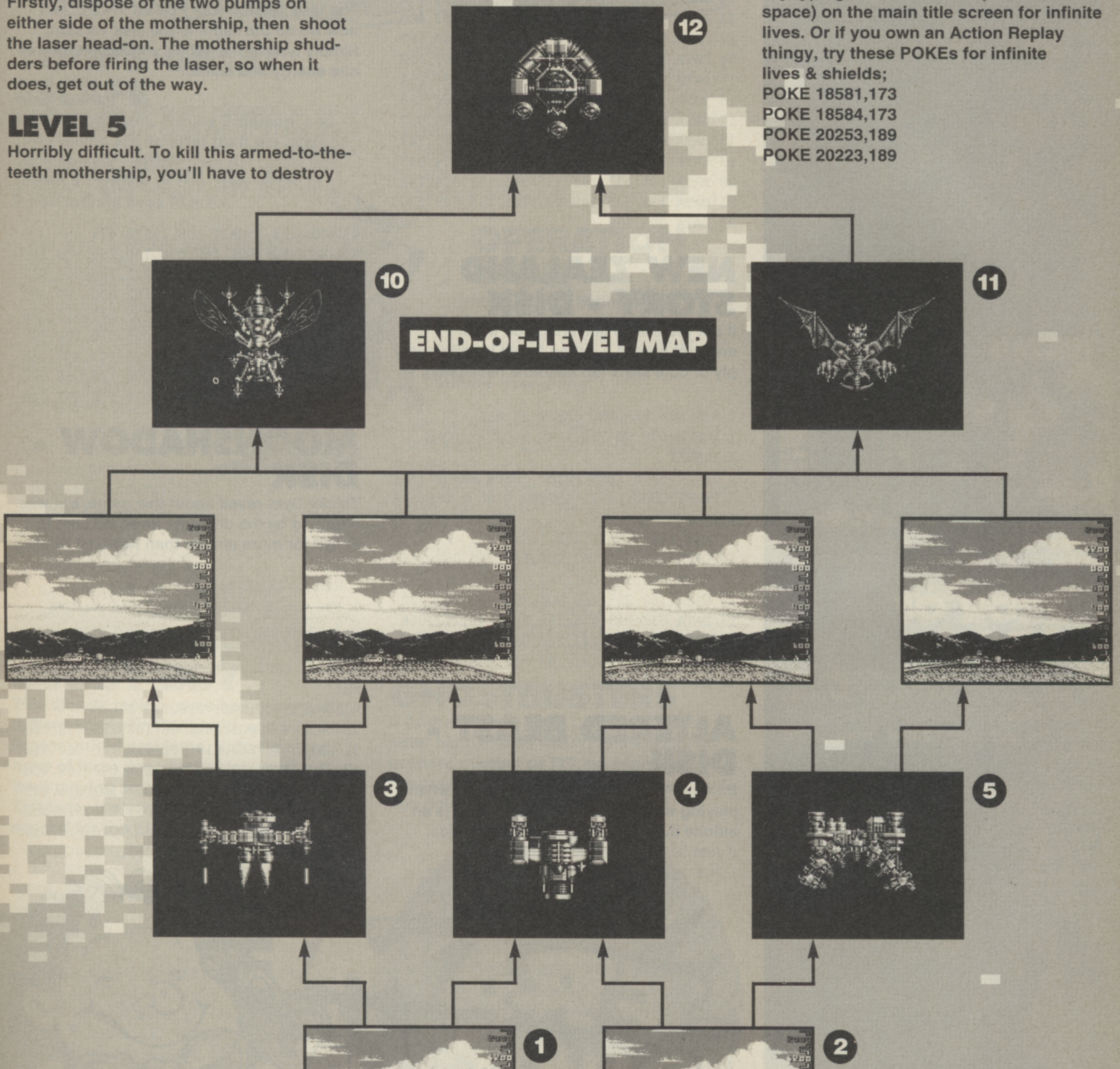
LEVEL 12

Actually I lied, this is the easiest mothership. The first task is to destroy the spheres which orbit the centre, avoiding the constant flak. Once this is done, aim for the blue spark, and ultimately destroy the brain inside.

IF ALL ELSE FAILS...

Try typing PRIVATEPILOT (without a space) on the main title screen for infinite lives. Or if you own an Action Replay thingy, try these POKEs for infinite lives & shields;

POKE 18581,173
POKE 18584,173
POKE 20253,189
POKE 20223,189

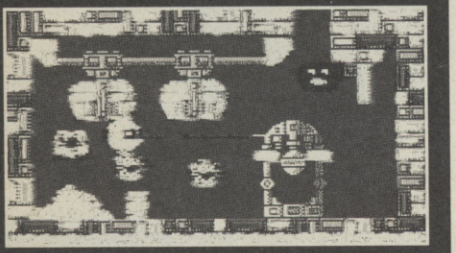


POWER PACK

EQUINOX

Yes, we've already printed a listing for the game last issue, but this superb hack by Martin Pugh also gives you the option of a game with no enemy sprites - a very welcome addition.

```
0 REM EQUINOX CHEAT BY M PUGH
1 FOR X=514 TO 551:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>3822 THEN PRINT "DATA
ERROR":END
3 INPUT"INFINITE LIVES Y/N";A$:IF
A$="Y" THEN POKE 540,165
4 INPUT"NO NASTIES Y/N";B$:IF
B$="Y"THEN POKE 545,96
5 POKE 157,128:SYS 514
6 DATA
32,86,245,169,19,141,250,2,169,2,141,2
51,2
7 DATA
96,72,77,80,169,2,141,240,4,76,0,4,169
,198
8 DATA
141,106,55,169,162,141,34,66,76,27,8
```



Get rid of those enemies and give yourself immortality in Equinox. Hm, can't be bad.

TERROR OF THE DEEP

If you're seasick and claustrophobic, this game won't be your cup of tea at all. Try this amazing Martin Pugh listing for infinite air, and, dare I say it, infinite electricity.

```
0 REM TOTD CHEAT BY M PUGH
1 FOR X=517 TO 580:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C=6124 THEN POKE 157,128:SYS 517
3 PRINT "DATA ERROR":END
4 DATA
32,86,245,169,22,141,250,2,169,2,141,2
51,2
5 DATA
96,72,77,80,169,2,141,240,4,76,0,4,169
,43
6 DATA
141,112,9,169,2,141,113,9,76,30,8,169,
173
7 DATA
141,187,25,141,148,28,141,209,26,141,2
37
8 DATA
26,141,5,29,141,188,24,141,28,29,76,27
,8
```

GHOULS 'N' GHOSTS - DISK

Try this POKE for infinite lives, infinite time, and invincibility - strewth!

```
0 REM GHOULS & GHOSTS CHEAT BY WAZ
1 FOR X=50688 TO 50785:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>11127 THEN PRINT "DATA
ERROR":END
3 PRINT CHR$(147);"INSERT DISK & PRESS A
KEY"
4 POKE 198,0:WAIT 198,1:SYS 50688
10 DATA 169,001,162,008,160,255,032,186
11 DATA 255,169,006,162,056,160,198,032
12 DATA 189,255,160,004,162,000,169,000
13 DATA 032,213,255,169,040,141,129,197
14 DATA 169,198,141,130,197,076,003,192
15 DATA 169,165,141,046,042,141,036,054
16 DATA 169,208,141,125,073,076,066,198
17 DATA 076,079,065,068,069,082,000,087
18 DATA 065,090,169,062,141,140,045,141
19 DATA 141,045,141,142,045,141,144,045
20 DATA 169,032,141,137,045,169,036,141
21 DATA 138,045,169,061,141,139,045,076
22 DATA 000,138
```

NEW ZEALAND STORY - DISK

If our incredible players guide wasn't enough, here is a listing for an infinite supply of cute kiwis (an absolute necessity).

```
0 REM NEW ZEALAND CHEAT BY WAZ
1 FOR X=679 TO 728:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>5706 THEN PRINT "DATA ERROR":END
3 PRINT CHR$(147);"INSERT DISK & PRESS A
KEY"
4 POKE 198,0:WAIT 198,1:SYS 679
10 DATA 169,001,162,008,160,255,032,186
11 DATA 255,169,001,162,215,160,002,032
12 DATA 189,255,160,004,162,000,169,000
13 DATA 032,213,255,169,207,141,202,066
14 DATA 169,002,141,203,066,076,000,064
15 DATA 169,173,141,143,012,076,000,008
16 DATA 070,000
```

ALTERED BEAST - DISK

Extremely tricky from the start, even when playing with a friend. What you need is an infinite lives listing, and as if by magic...

```
0 REM ALTERED BEAST CHEAT BY WAZ
1 FOR X=679 TO 728:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>5799 THEN PRINT "DATA ERROR":END
3 PRINT CHR$(147);"INSERT DISK & PRESS A
KEY"
4 POKE 198,0:WAIT 198,1:SYS 679
10 DATA 169,001,162,008,160,255,032,186
11 DATA 255,169,009,162,207,160,002,032
12 DATA 189,255,160,004,162,000,169,000
13 DATA 032,213,255,169,126,141,140,162
14 DATA 169,076,141,141,162,076,057,152
15 DATA 073,078,084,082,079,067,079,068
16 DATA 069,000
```

UN SQUADRON - DISK

The tape version was POKEd in CF8, and now we do the same to the disk version. Simply type in the listing and RUN it for infinite energy and ammo.

```
0 REM UN SQUADRON CHEAT BY WAZ
1 FOR X=679 TO 742:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>6953 THEN PRINT "DATA ERROR":END
3 PRINT CHR$(147);"INSERT DISK & PRESS A
KEY"
4 POKE 198,0:WAIT 198,1:SYS 679
10 DATA 169,001,162,008,160,255,032,186
11 DATA 255,169,002,162,221,160,002,032
12 DATA 189,255,160,004,162,000,169,000
13 DATA 032,213,255,169,207,141,016,006
14 DATA 169,002,141,017,006,076,208,005
15 DATA 169,000,141,224,146,141,238,146
16 DATA 141,106,181,076,006,128,068,084
17 DATA 000,000,087,065,090,032,057,049
```

MOONSHADOW - DISK

Thicky Dyer raved about this game, but was stumped by the difficulty level. So here is a POKE for more energy than National Power.

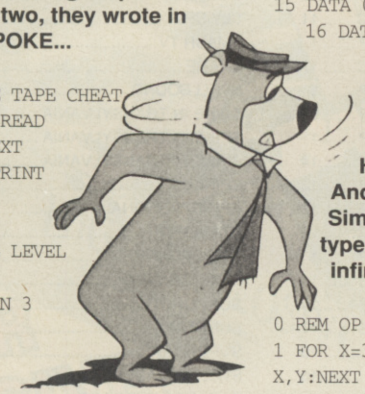
```
0 REM MOONSHADOW CHEAT BY WAZ
1 FOR X=679 TO 737:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>6273 THEN PRINT "DATA ERROR":END
3 PRINT CHR$(147);"INSERT DISK & PRESS A
KEY"
4 POKE 198,0:WAIT 198,1:SYS 679
10 DATA 169,001,162,008,160,255,032,186
11 DATA 255,169,010,162,215,160,002,032
12 DATA 189,255,160,004,162,000,169,000
13 DATA 032,213,255,169,207,141,116,013
14 DATA 169,002,141,117,013,076,018,008
15 DATA 169,173,141,245,069,076,018,008
16 DATA 077,079,079,078,083,072,065,068
17 DATA 079,087,000
```

FRAME BUSTERS

SAMARITAN'S CORNER

YOGI'S GREAT ESCAPE

Aaron Nicholson, Ashley Simpson, and Tim Phillips are smarter than the average gamesplayer - rather than get upset and smash a joystick or two, they wrote in for an infinite lives POKE...



```
0 REM YOGI'S ESCAPE TAPE CHEAT
1 FOR X=384 TO 438:READ
Y:C=C+Y:POKE X,Y:NEXT
2 IF C<>6521 THEN PRINT
"DATA ERROR":END
3 PRINT
CHR$(147);"STARTING LEVEL
(1-6)?";:INPUT A
4 IF A<1 OR A>6 THEN 3
5 IF A+1 THEN POKE
414,255:GOTO 7
6 A=A-2:POKE 414,A
7 POKE 157,128:SYS 384
10 DATA 032,086,245,169,032,141,093,003
11 DATA 169,149,141,094,003,169,001,141
12 DATA 095,003,076,168,002,206,032,208
13 DATA 169,096,141,149,051,169,255,141
14 DATA 084,010,169,004,141,210,068,141
15 DATA 211,068,141,212,068,141,213,068
16 DATA 141,214,068,141,215,068,096
```

BUGGY BOY

This classic racing game has been giving J. Bennett, Kevin Fitzgerald, and Iain Naylor untold problems. Unfortunately, none of them specified which version they were playing so here are two POKEs; the first is for the original ELITE version, the second for the ENCORE re-release.

```
0 REM BUGGY BOY CHEAT (ELITE)
1 FOR X=584 TO 626:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>3752 THEN PRINT "DATA ERROR":END
3 SYS 584
4 DATA 032,104,225,169,088,141,243,003
5 DATA 169,002,141,244,003,076,013,008
6 DATA 104,104,169,107,141,026,004,169
7 DATA 002,141,027,004,169,055,133,001
8 DATA 076,000,004,169,096,141,009,156
9 DATA 076,000,008
```

```
0 REM BUGGY BOY CHEAT (ENCORE)
1 FOR X=517 TO 571:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>5679 THEN PRINT "DATA ERROR":END
3 POKE 157,128:SYS 517
10 DATA 169,018,141,040,003,169,002,141
11 DATA 041,003,032,086,245,169,029,141
12 DATA 178,002,169,002,141,179,002,096
13 DATA 169,032,141,222,003,169,048,141
14 DATA 223,003,169,002,141,224,003,032
15 DATA 069,003,096,169,096,141,009,156
   16 DATA 206,032,208,238,032,208,096
```

OPERATION WOLF

Here's a great listing which Andrew Finn, Peter Biggs, and Simon Musson will find invaluable - type it in and RUN it for infinite everything.

```
0 REM OP WOLF TAPE CHEAT
1 FOR X=368 TO 421:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>7026 THEN PRINT "DATA ERROR":END
3 POKE 157,128:SYS 368
10 DATA 032,086,245,169,032,141,186,003
11 DATA 169,131,141,187,003,169,001,141
12 DATA 188,003,096,206,032,208,173,169
13 DATA 140,201,198,208,024,169,165,141
14 DATA 136,136,141,169,140,169,173,141
15 DATA 035,137,169,234,141,186,003,141
16 DATA 187,003,141,188,003,096
```

GHOSTBUSTERS

If Andrew Johns from London cares to enter his name as ANDY, followed by an account number of 777, he might find that his bank account contains umpteen squillion dollars. If he doesn't, he won't.

SUICIDAL?

If a game is driving you up the wall, why not jot your problem down and send it to;

Samaritan's Corner
Commodore Format
30 Monmouth Street
Bath
Avon, BA1 2BW.

And if you send it on a postcard, I'll come round personally and kiss your shoes (He means it - ed).

BUTCHER HILL

Try typing in some of these codes to activate the cheat mode...

Level 1; RATTLEANDHUM
Level 2; WIDEAWAKEAMERICA
Level 3; JOSHUATREE

And you can also type MAP on each level for, would you believe, a map.

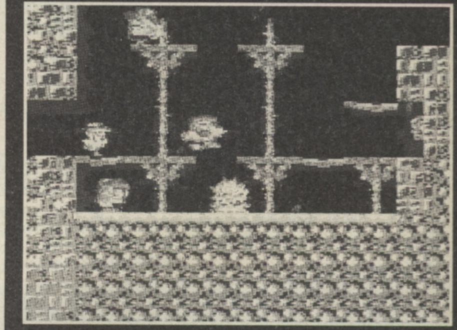
RICK DANGEROUS

On the high score table, try entering this:

FLUFOMATIC - To start on the level you died on.

RICK DANGEROUS 2

And for the well 'ard sequel, try typing JE VEUX VIVRE (with spaces) for an infinite supply of our favourite superhero.



Rick effortlessly deals with some annoyed cave-dwellers now he's got infy lives!

CJ IN THE USA

Yes, yes, I know it hasn't been out all that long, but many of you have already been writing in for a cheat or POKE. On the title screen, type IVE GOT A LOVELY BUNCH OF COCONUTS (with spaces). The border will change colour, and infinite cutesy elephants are now yours.

IKARI WARRIORS

Those of you struggling with this testing arcade romp, such as Paul Kirkwood and John McAree, can try these reset POKEs. Note that you MUST reset the computer when the plane is crashing at the start of the game.

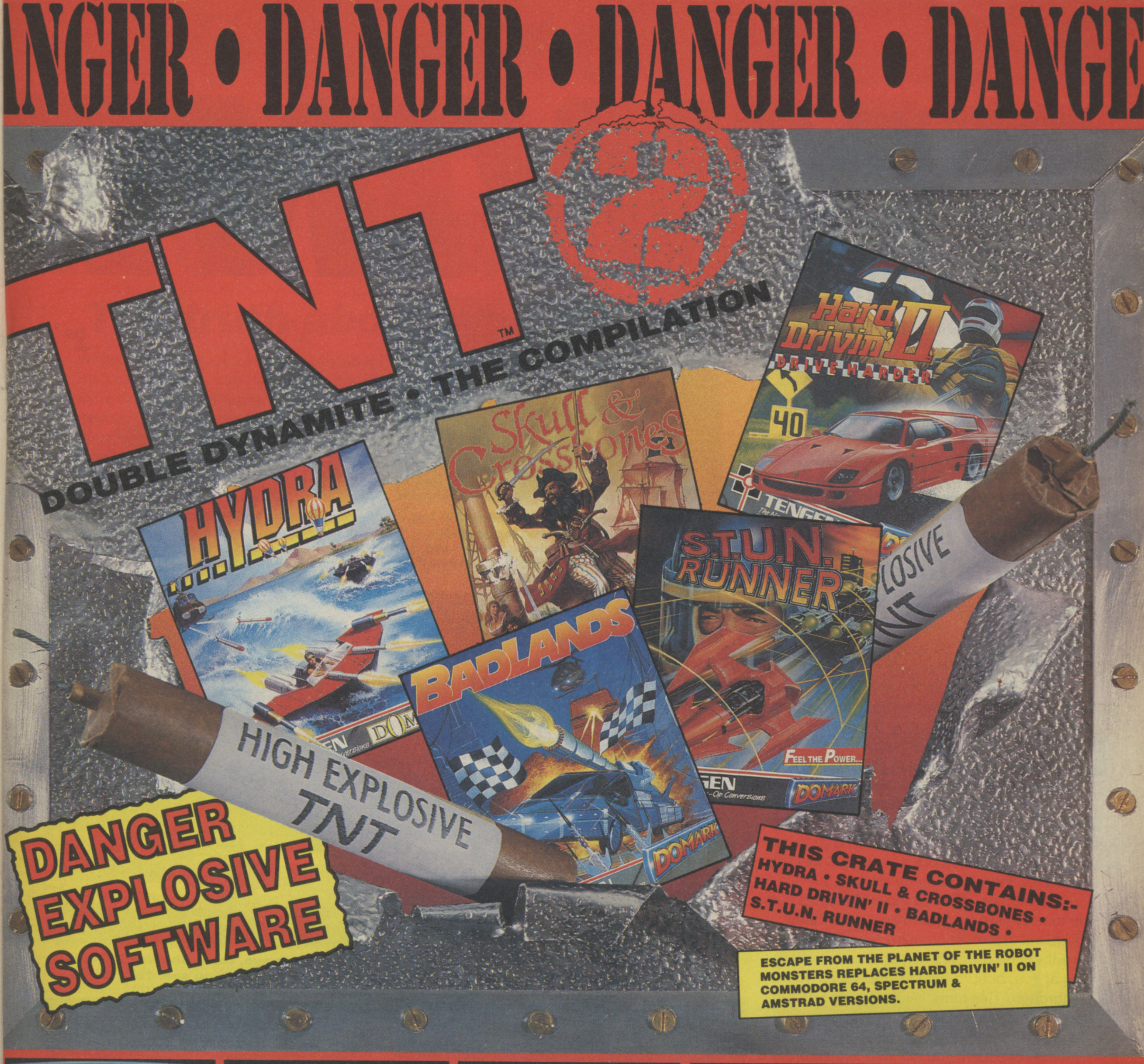
POKE 50291,181	Infinite lives
POKE 9085,0	Infinite bullets
POKE 9292,0	Infinite grenades
and **SYS 3968**	to get things started.

THE COMPLETE GameBusters GUIDE

Want a poke, need a map, fancy a sly cheat? Then fret no more as here's the definitve list of what games we've poked, cheated, tipped or otherwise beaten, and when.

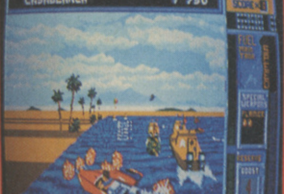
Game	Poke	Issue
5TH GEAR	LP	9
ACTION BIKER	FS	9
ALIEN	LP	16
ALIENS	KC	17
ALIENS	M	15
ANARCHY	LP	11
ANARCHY	M	14
ARKANOID 2	KC	13
ARMALYTE	LP	13
AUF WIEDERSEHEN MONTY	KC	16
BATMAN CAPED CRUSADER	FS	10
BATMAN CAPED CRUSADER	LP	9
BATMAN THE MOVIE	KC	4
BATMAN THE MOVIE	LP	10
BATMAN THE MOVIE	M	16
BEVERLY HILLS CATS	LP	9
BIONIC COMMANDO	LP	9
BLACK TIGER	LP	17
BLINKY'S SCARY SCHOOL	M	3
BLOOD MONEY	FS	2
BLOODWYCH	KC	3
BLUE MAX	LP	9
BOUNDER	M	4
BUBBLE BOBBLE	LP	15
BULLDOG	LP	11
CASTLE MASTER	FS	1
CHAMELEON	LP	8
CHILLER	LP	10
CHIP'S CHALLENGE (MORE)	KC	9
CHIP'S CHALLENGE	KC	8
CHIPS CHALLENGE	LP	15
CRAZY CARS	KC	13
CREATURES (MORE)	M	8
CREATURES (MORE)	M	9
CREATURES	LP	15
CREATURES	M	7
CRYSTAL CASTLES	LP	9
CYBERDYNE WARRIOR	LP	1
DALEY'S SUPERTEST	LP	17
DANDY	LP	17
DAYS OF THUNDER	LP	7
DIE HARD	M	1
DIZZY COLLECTION	LP	14
DIZZY	FS	9
DOUBLE DRAGON 2	LP	16
DOUBLE DRAGON	LP	5
DRAGON NINJA	LP	17
DRAGON'S LAIR 2	LP	12
DRAGON'S LAIR	LP	10
EAGLE'S NEST	M	8
EQUINOX	LP	17
ESCAPE FROM P OF ROBOT M	LP	1
ESWAT	LP	8
EXILE DEMO	FS	14
FALCON PATROL 2	LP	10
FANTASY WORLD DIZZY	M	11
FIGHTER BOMBER	KC	8
FOOTBALL DIRECTOR	LP	11
FROST BYTE	FS	13
FROST BYTE	M	13
GHOSTBUSTERS	LP	10
GHOSTS 'N' GOBLINS	KC	11
GOLDEN AXE	FS	7
GOLDEN AXE	KC	5
GOLDEN AXE	LP	6
GUTZ	LP	10
HACKER 2	LP	16
HACKER	KC	11
HAMMERFIST	LP	1
HAWKEYE	KC	17
HEAD THE BALL	LP	1
HUNTER'S MOON	LP	9
IMPOSSABUBBLE	LP	1
IMPOSSAMOLE	KC	14
IMPOSSAMOLE	LP	12
IMPOSSIBLE MISSION 2	LP	12
INDY'S CRUSADE	KC	17
INSECTS IN SPACE	LP	1
IRON LORD	FS	10
JACK THE NIPPER 1 & 2	LP	14
KNIGHTMARE	FS	17
LAST NINJA 3	M	15
LAST NINJA 3	M	16
LAST NINJA	M	8
LEAGUE CHALLENGE	LP	15
LED STORM	LP	12
LIGHTFORCE	LP	12
LITTLE PUFF	FS	17
MAGICLAND DIZZY	FS	12
MEAN STREAK	LP	11
MIDNIGHT RESISTANCE	KC	13
MIDNIGHT RESISTANCE	LP	15
MISSION IMPOSSABUBBLE	M	3
MONTY ON THE RUN	KC	15
MONTY PYTHON	M	4
MORPHEUS	LP	12
MYTH	FS	12
MYTH	KC	5
MYTH	KC	13
MYTH	KC	16
MYTH	M	11
NAVY SEALS	KC,	13
NEMESIS	KC	17
NETHERWORLD	KC	5
NEW ZEALAND STORY	LP	10
NEW ZEALAND STORY	M	14
NEW ZEALAND STORY(PART 2)	M	15
NIGHT SHIFT	KC	12
NIGHTBREED	FS	8
NIGHTBREED	LP	6
OPERATION THUNDERBOLT	KC	3
OPERATION WOLF	LP	10
PARALLAX	KC	9
PARK PATROL	LP	11
PIG TALES	M	3
PITFALL 2	LP	12
PLATOON	KC	4
PLATOON	LP	16
POPEYE 2	LP	16
POSEIDON PLANET 2	LP	16
PREDATOR	LP	16
PRISON RIOT	LP	5
PUFFY'S SAGA	LP	6
QUATTRO COMBAT	KC	14
R-TYPE	LP	14
RAINBOW ISLANDS	LP	10
RAMBO 3	FS	11
RAMBO 3	LP	9
RASTAN	LP	11
REBEL	LP	2
RED HEAT	LP	12
REVOLUTION	LP	2
RICK DANGEROUS 2	M	5
RICK DANGEROUS 2	M	6
RICK DANGEROUS	M	5
ROBOCOP 2	M (2)	14
ROBOCOP 2	M	13
ROBOCOP	LP	13
RODLAND	M	16
RUFF 'N' REDDY	KC	5
SCOOBY AND SCRAPPY DOO	LP	17
SHADOW OF THE BEAST	KC	13
SHADOW OF THE BEAST	M	7
SHADOW WARRIOR	LP	1
SHADOW WARRIOR	LP	17
SHINOBI	LP	15
SHOCKWAY RIDER	LP	8
SILKWORM	LP	9
SLY SPY	LP	17
SMASH TV	M	17
SNARE	KC	17
SPELLBOUND	FS	8
SPIKE IN TRANSYLVANIA	FS	13
SPIKE IN TRANSYLVANIA	KC	13
SPIKE IN TRANSYLVANIA	M	13
SPINDIZZY	LP	14
SPLIT PERSONALITIES	KC	5
STARLIFTER	LP	17
STUN RUNNER	LP	7
SUMMER CAMP	LP	16
SUNBURST	LP	15
SUNSTAR	LP	8
SUPERCARS	M	13
SWITCHBLADE	LP	15
TARGET RENEGADE	LP	17
TAU CETI	FS	1
TAU CETI	LP	2
TEENAGE MUTANT HERO T	LP	7
TERMINATOR 2	M	15
THE LAST NINJA	M	7
THE POWER	KC	16
THE SPY WHO LOVED ME	LP	6
TIME MACHINE	FS	6
TIME MACHINE	KC	13
TIME MACHINE	M	6
TIME MACHINE	M	6
TOMCAT	LP	17
TOP DUCK	LP	11
TREASURE ISLAND DIZZY	FS	10
TURRICAN 2 (MORE)	M	10
TURRICAN 2	LP	15
TURRICAN 2	M	9
TURTLES	KC	14
TWINWORLD	LP	6
UN SQUADRON	LP	8
UNTOUCHABLES	KC	12
UNTOUCHABLES	KC	14
URIDIUM	LP	9
WIZBALL	KC	11
WONDERBOY IN MONSTERL'D	M	1
WONDERBOY	LP	11
X-OUT	LP	16
XENON	LP	17
ZAMZARA	LP	11

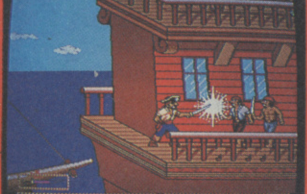
KEY:
LP = LISTING POKE
M = MAP
KC = KEYBOARD CHEAT
FS = FULL SOLUTION

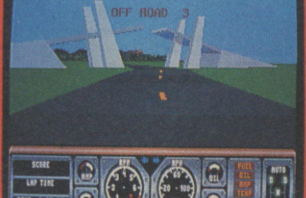

NGER • DANGER • DANGER • DANGER • DANGE
TNT™
2
DOUBLE DYNAMITE • THE COMPILATION
HYDRA
Skull & Crossbones
Hard Drivin' II
DRIVE HARDER
40
TENGEN
S.T.U.N. RUNNER
FEEL THE POWER...
BADLANDS
DOMARK
HIGH EXPLOSIVE TNT
DANGER EXPLOSIVE SOFTWARE

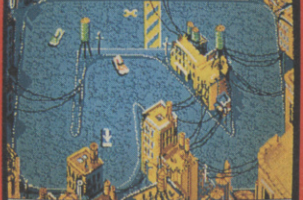
THIS CRATE CONTAINS:-
HYDRA • SKULL & CROSSBONES • HARD DRIVIN' II • BADLANDS • S.T.U.N. RUNNER

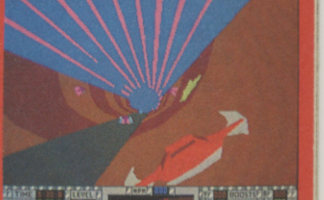
ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS REPLACES HARD DRIVIN' II ON COMMODORE 64, SPECTRUM & AMSTRAD VERSIONS.


CASABLANCA
$ 750


ONE EYE HEALTH HEALTH 20 207
RED DOG HEALTH HEALTH


OFF ROAD 3
SCORE
LAP TIME
BEAT 1:35:50 TO CHALLENGE


PRESS FIRE TO JOIN IN
LAP


TIME
BEST
SCORE
LEVEL
BOOSTS
KILLS
STARS

HYDRA

In the 21st century when the out-of-the-ordinary needs delivering (the Crown Jewels, Mutant Virus Strains – that sort of thing), there's only one person for the job – You!

In your supercharged Hydracraft, blast your way through enemy helicopters, boats, hovercraft, jet skis and zeppelins, keeping a careful eye out for a sinister terrorist called The Shadow. Based on the smash-hit coin-op, Hydra is non stop action all the way.

"Fast, addictive, arcade quality action".
GAMES X

"Nice graphical presentation throughout"
YOUR AMIGA

SKULL & CROSSBONES

Hoist the Jolly Roger and set sail across the seven seas in the most blood curdling arcade game you will ever play. There's treasure, jewels, gold and lusty wenches to be captured and ghastly creatures to be stabbed in this bloodthirsty battle to the death with the evil sorcerer and his henchmen.

"Addictive and fun to play" ST ACTION

"One to go overboard about!" ZZAP

HARD DRIVIN' II

Buckle up and step on the gas as Hard Drivin' II streaks onto your screen.

Hold on tight as you roar round four thrilling new circuits, or build your own using the unique track editor.

And there's more! LInk your computer to a friend's Amiga, IBM PC or Atari ST for a head to head race to the finish. Hard Drivin' II is faster, meaner and even better looking than the award-winning original.

"A first rate racing game well worth getting your hands on"
AMIGA COMPUTING

"The extra courses and the option to design your own add longevity to an excellent product". ACE

BADLANDS

A ruthless sport has evolved in the Badlands – Sprint Racing with weapons. Customise your hot-rod car with high-velocity missiles, speed, tyres and shields. It's all out war on the tracks; ruthless, destructive and fun for one or two players.

"Recommended without any hesitation".
C & VG

"Frustrating, addictive, exciting, challenging, it will turn best friends into archenemies".
COMMODORE FORMAT

S.T.U.N. RUNNER

Grasp the controls and enter the awesome three dimensional world of the Stun Runner – experience thr thrill of racing at speeds of over 900 miles per hour in your armoured bobsled through the futuristic tunnels of the Stun network. Jump the ramps, annihilate the opposition with shock waves and follow the trails of bonus stars through to "The Ultimate Challenge".

"A good converison of the coin-op's essential elements"
COMMODORE FORMAT

"Good samples and fun futuristic theme"
AMIGA FORMAT

DOMARK

Available on: Amiga, Atari ST, Commodore 64 cass & disc, Amstrad cass & disc, Spectrum • Amiga Screenshots •
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Published by Domark Software Ltd, Ferry House, 51-57 Lacy Road, London SW15 1PR.
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S.T.U.N. Runner: Programmed by The Kremlin © 1990 Tengen inc. TM Atari Games Corporation.

WINTE

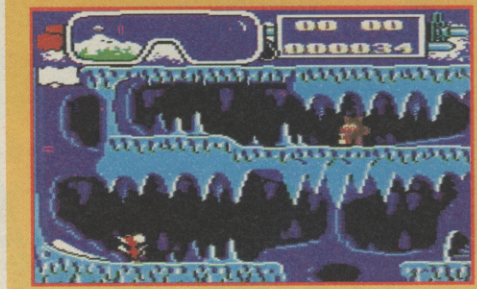
Many aeons ago, before the Earth cooled properly, a software company called Thalamus produced Summer Camp. Well-loved by the first mammals, it's only now that a sequel has appeared. Is it an evolutionary step forward or does it belong in the land that time forgot?

Winter Camp is a slightly different kettle of worms to your average game. For a start the weather is colder, there's snow around and you're wrapped up warmly, with jumpers, scarves (*Oh, get to the point – Ed!*).

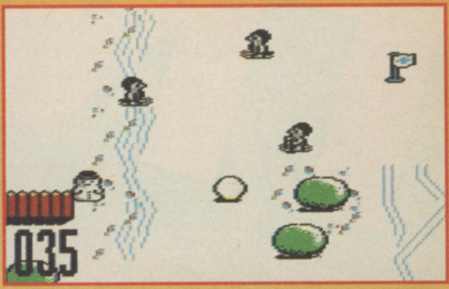
Right. The game is divided into seven levels. In all of them you play a little mouse called Maximus (Max to his pals). The first is to see whether you're good enough to enrol in the Nice 'n' Icy winter sports club (as a rescuer), based at the camp. All you have to do is beat three competitors is a straight skating race. Well it starts off pretty straight.

The attitude of two of the competitors sets the atmosphere for the whole game – they cheat, but in a most amusing way. As you race them (in different lanes), they lob obstacles at you, or burn holes in the ice for you to fall through. This turns level one into something far more exciting than it just a joystick waggler – which, to be fair, it otherwise is.

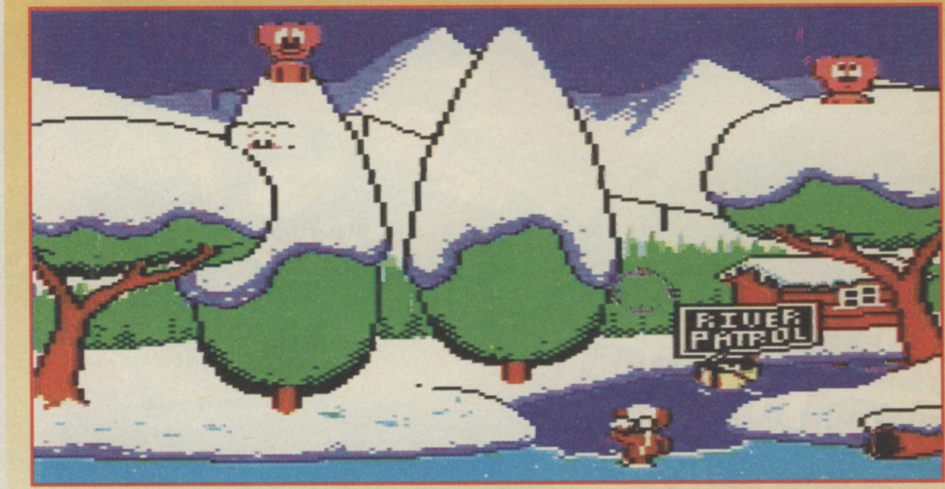
Level two sees you still with skates on, but this time you've got to beat the clock (well, an avalanche-starting eagle in fact). You've got to avoid all manner of characters skating in the opposite direction, whilst trying to rescue as many fallen skaters as poss. Strangely, everybody in the camp is some form of animal as well. Ducks, dogs and cockerels are everywhere but, as you're a mouse yourself, it doesn't seem to matter.



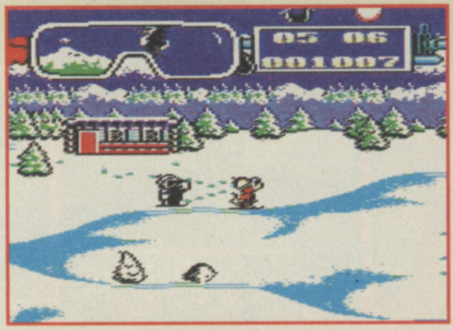
It's a quick bout of 'Simon says' in the Ice Cavern with the yeti on the ledge above you. He's friendly enough, and if you get it wrong he won't eat you. He just gets miffed.



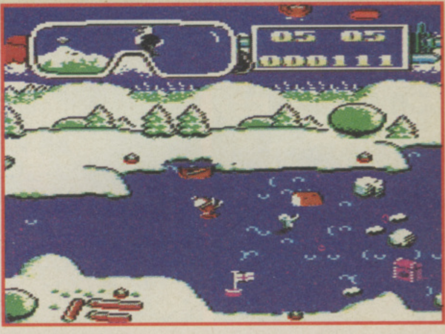
Max is caught inside that snowball. You're got to help him avoid skiers, obstacles and the avalanche which is bearing down on him even as we speak...



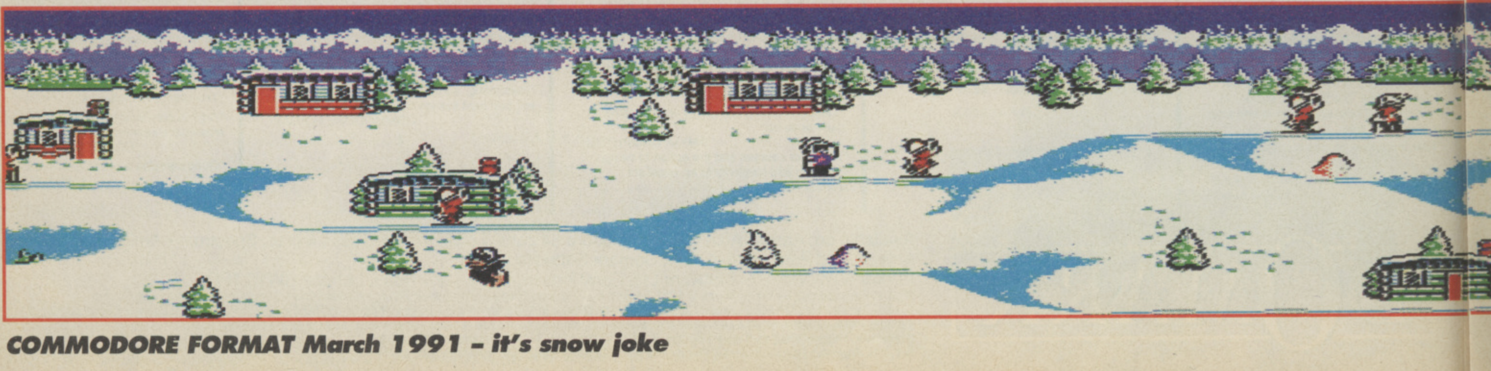
Firing snowballs at the bears involves a quick hand, a sharp eye, three Shredded Wheat and the courage of ten men. It stings a bit when they hit you back, you see. Take that...



It's always nice to rescue a stranded skier. But it's still a lot of fun just to leave them head-first in the snow, waggling their feet.



If his canoe sinks, the fearless Max will swim upstream, avoiding the fish and rescuing those idiots playing on the thin ice.

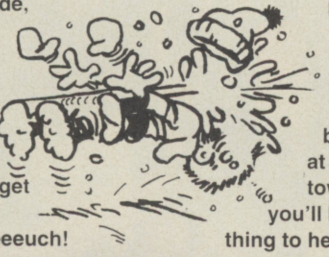


Here's eight screens from level six (glued together). As you can see, the time limit's expired and the avalanche is on it's way...

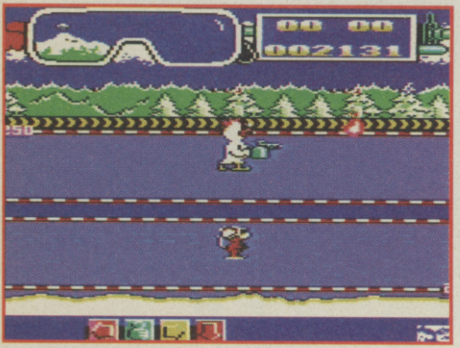
ER CAMP

The truth about Winter Camp

Whilst it looks like a lot of fun to romp in the snow like Max and his chums, the reality is sadly very different. Firstly, within moments of being outside, your fingers go numb, then they stop working completely. But your body sweats and gets really clammy and hot. Snow gets down your neck and melts, so you get even wetter inside your clothes – Yeeeeeeeeeeeeuch!



People always gang up on you and you'll eventually get your face pushed into a snowman. For revenge, you pack your snowballs with mud, grit and small stones. These invariably hit some girl who runs inside blubbing and you feel terrible. But it's all worth it, because when you come inside at dusk, and there's a roaring fire, towels and hot chocolate waiting, you'll be experiencing the closest thing to heaven on Earth.



Level One, and you've got to prove your hitherto untapped skating skills against such tough opponents and this huge cockerel. Don't laugh – it's armed with a blow-torch.

Get through level two and you start a snowball fight. A crowd of bears have taken refuge in some treetops, and you've got to dislodge them whilst avoiding their return fire. You control a set of cross-hairs, and it's point and shoot time. If you don't knock out enough, a huge snowball crushes you.

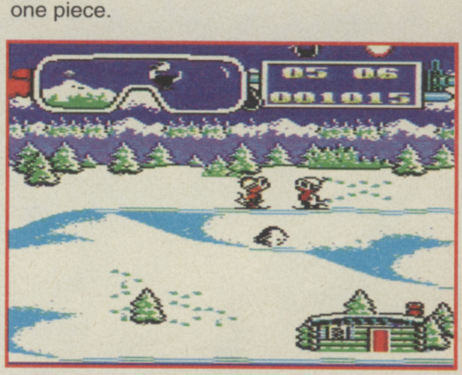
Next, after you've recovered, you have to do a river patrol. This involves paddling a canoe along and colliding with anyone who's drowning (this game gets better and better). There are loads of collectables to give you more time but there are more obstacles to get past.

Level five is another weird one. You fall into an ice cavern under the ground (a single screen). As you lie there stunned, a yeti appears, and you embark upon a 'Simon Says'-style game. Get it right and you'll proceed to level six.

Here you've got to carry out a ski patrol. This involves swishing along (with much joystick waggling) until you come to someone with their feet sticking up out of the snow. As you reach them, they pull themselves free.

During all this, you've still got the eagle/pebble-related time limit, and there are loads of snowballs, errant skiers and other obstacles. So, obviously you need a balloon. This balloon allows you to rise over any potential collidees. Hooray for that, then.

Finally, level seven sees Max caught in a giant snowball. It rolls down the mountain and you've got to get down to the bottom in one piece.



The time limit's enforced by the pebble carrying eagle (top left). If it lands on the peak before you finish the stage... AVALANCHE!

Okay, what do I reckon? Well, *Winter Camp* is immensely stylish. The games aren't particularly spectacular, but they're presented with fab graphics and there are some lovely animated effects. Cartoon-like is the word I'm struggling for.

The winter-wonderland music is cheerful, the characters are dead sweet and the whole thing raises your spirits. If you're in need of a bit of cuteness, this could well be for you. Whether you'll want to play all through the summer is a different question altogether.

JAMES LEACH

Game	**Winter Camp**
Publisher	**Thalamus**
Cassette	**£10.99**
Disk	**£15.99**
Release	**Out now**
Contact	**0734 817 261**

POWER RATING

THE DOWNERS...

- Not a great of deal taxing gameplay, and rather too much waggling.

100

80%

- **Beautifully drawn sprites with bags of character.**
- **They're all animated really nicely as well.**
- **Seven rather different levels will keep you playing for ages as you try to see what the next one will be**
- ***Winter Camp* has got bags of style. It's a little like watching a cartoon-strip featuring the antics of Max and friends**
- **Lots of nice tunes and spot effects keep your ears happy whilst your eyes are busy having fun.**

...AND THE UPPERS

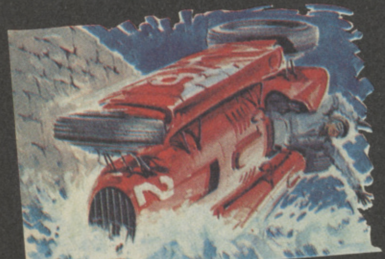
0

Commodore FORMAT
INDY HEAT

Skid Row!

HAZARD WARNING

Paris-Dakar Rally. 1983 - The husband and wife team of Jessie Duke and the other one, take a critical wrong turn at Bourdeuax and become the first people to cross the Atlantic by car.

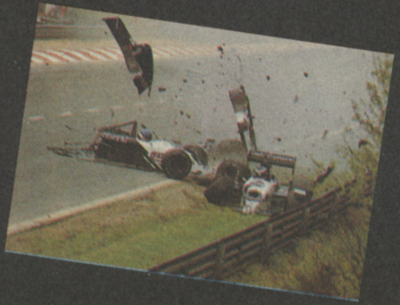


ASCRAI MOMENT!

Monaco GP - 1955. Alberto Ascari, driving a Lancia skids off of the road and lands in a near by river. This tragic mishap resulted in the two sprained ankles for Mr Ascati and the complete decimation of an entire brood of waterfowl. Mr Ascati is 79.

A STAR IS BORN

Beglan GP - 1988. Streiff lost control of his Tyrell and the wreckage was hit by Johnathan Palmer. Streiff's car was cut in half, but he emerged unhurt despite the fact that Sagittarius was rising through Capricorn.



DASTARDLY DEEDS

1937 - Berlin GP. Pride of the Third Reich, the Red Max, is involved in a near fatal collision with the USA's Owen Jessie. He loses the race, Hitler loses face and eight years later Germany is defeated.

DEMON BL

Time for an evil menacing laugh! Har har har **(was that it? Pathetic! ed).** ***Well I was pleased with it. I'm just getting into the idea of being a demon, you see. If I'm going to crack this*** **Demon Blues** ***game, I figure that I've got to think and act like a malevolent spirit of the deep, dark underworld.***

Flair, the programmers, are taking on CodeMasters on their home territory with this game. It's a hundred-screen arcade-style explore and avoid nasties in an afterlife type effort. And it's only £3.99!

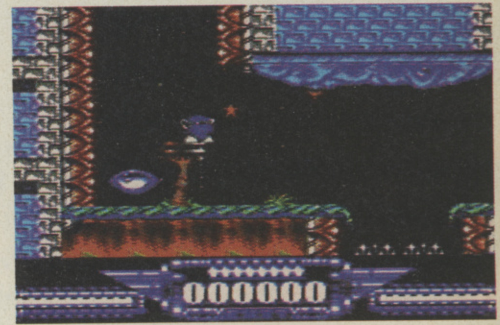
Demon Blues is a cheerful, bouncy little sprite who wobbles around the vaguely Greek underworld looking for six keys which will free him forever. If he gets free, presumably he'll renounce his evil ways and be a good boy. This is certainly to be encouraged, so get ready with your clammy joystick.

Your little character is going to take a serious amount of punishment

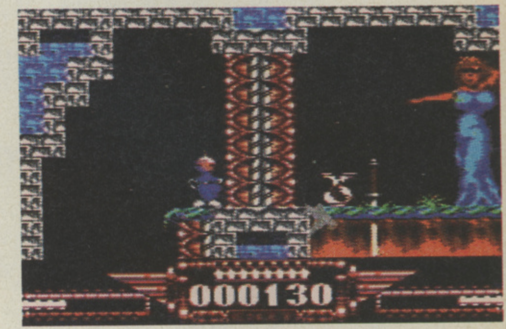
The first thing you'll notice about ol' Bluey is that he spends the entire game unarmed. Yep, fight fans, there aren't any lasers, grenade-launchers, Uzi 9mms, shurikens or nuclear weapons to be found. All you've got to protect him is a little five-pointed star which orbits him permanently. This star seems to destroy most baddies it comes into contact with, but to get close enough to them for it to work is dead dangerous and not to be recommended. And even if you do, some baddies just aren't affected by it, and you watch your energy dwindling as you vainly try and do some damage.

So in order to get anywhere, you've got to be resigned to the fact that your little character is going to take a serious amount of punishment. You can still make your way through the screens, but you've got to look out for energy pots. As you'd expect, these give your little chap that all important energy boost (delicious and nutritious).

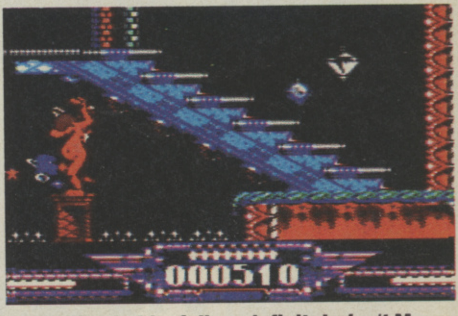
You'll also need to master the effect of whizzing rapidly across the screen. If you hold the joystick in either of the downward diagonal positions, the little demon belts across the screen in that direction at an incredibly high rate of knots. This is useful in two ways. Firstly, it gets you past any nasties which might be lurking around in the middle of the screen. If you do hit them, you sail right through without any damage being done at all. Secondly, if there's a spike-filled pit you



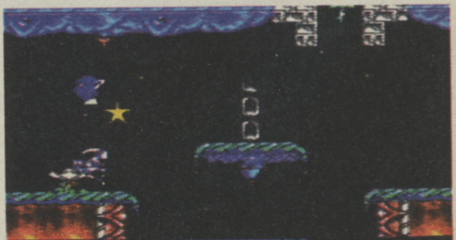
Those spikes will cause your eyes to water if you land on them. In fact it's even worse than that - you'll lose your only life.



Who's this voluptuous maiden guarding the further realms? Aphrodite? Venus? No it's Mrs Blenkinsop from number 22 in a posh frock.



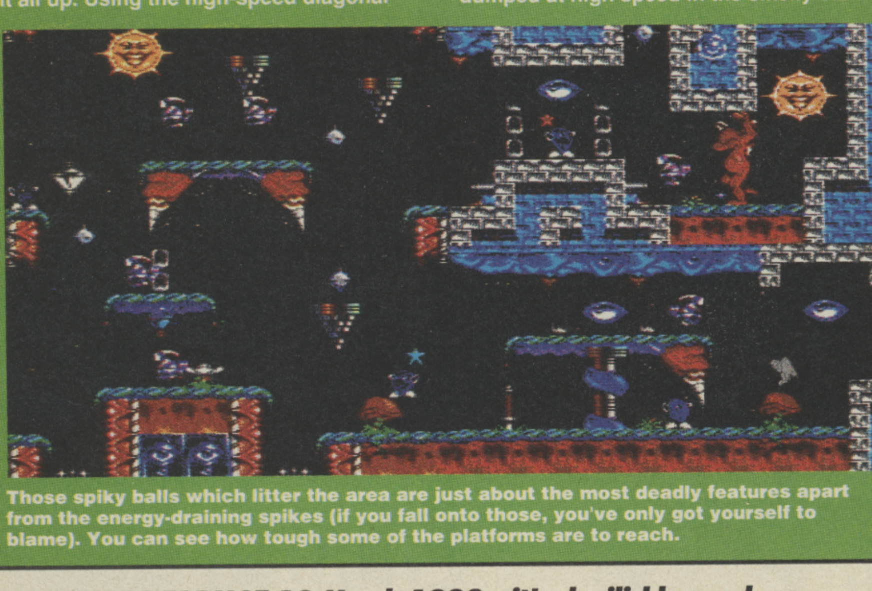
Now this chubby fellow definitely *isn't* Mrs Blenkinsop in a frock. It's a hideous demon from Hades and you can't get past him. Boo.



Bluey bounces over a nasty. This sort don't move, but they can't be killed either. Best to steer clear, really.

Platform city

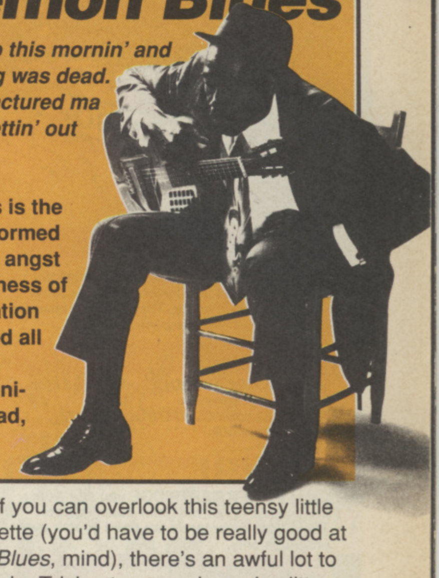
The key to *Demon Blue* is being able to leap around the platforms without cocking it all up. Using the high-speed diagonal thing is very useful but if you accidentally trigger it when you don't need to, you'll be dumped at high speed in the smelly stuff.



Those spiky balls which litter the area are just about the most deadly features apart from the energy-draining spikes (if you fall onto those, you've only got yourself to blame). You can see how tough some of the platforms are to reach.

LUES

History of the Demon Blues

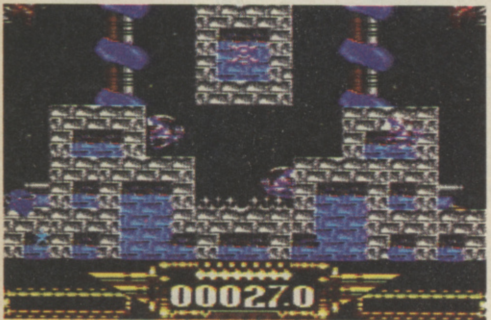


Demons aren't the happiest of people. Despite what you might think, it's not much fun being condemned to a life of badness. So, in their misery, they invented the blues.

The blues is a kind of music played by depressed demons (and people). It's slow, sad and you have to repeat everything twice. Once the demons had invented it, they naturally gave it to those disgustingly cheerful Americans in the hope of making them a little more miserable. Here's a rather prime example:

Woke up this mornin' and my dawg was dead,
Woke up this mornin' and
my dawg was dead.
And I fractured ma
spine gettin' out
of bed.

Yep, this is the Blues. Formed from the angst and sadness of a generation and loved all over the known universe. Sad, isn't it?



Nope. No sign of Mrs Blenkinsop here. Just a load of deadly spikes and wobbling nasties. It's a dead tricky screen, this 'un.

can't jump over, it's sometimes possible to skate right across the top of it using the high-speed mode. Clever, eh?

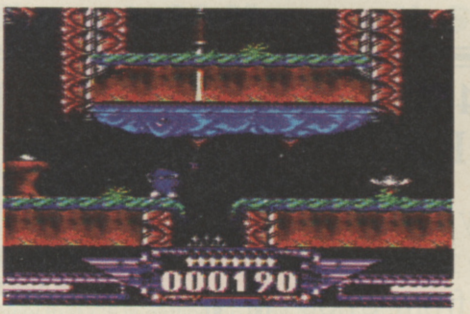
As you wander round, you might also chance across valuable, glittering gems. Grab these because they're worth untold riches to you (well, a few measly points anyway).

Although the flip-screen idea isn't exactly brand-spanking new, the game looks pretty different from most others of its type, and every screen is packed with animated bits and pieces all whirling around in the most frighteningly realistic way. Realistic, that is, if you've actually wandered around an ancient Greek mythological setting and seen stuff like this.

Indeed, *Demon Blues* certainly looks very pretty. Each screen has got something you won't see on any of the others - so you've got to keep plugging at it to find out what's just around the next corner.

In fact, the only thing I can criticise the game for is that it's doggone tough. Not having a weapon is a novel feeling for the first few times you play it, but you'll soon get fed up with your inability to blast the mutoid nasties as they swoop down over you. You also die a lot, as well.

Oh yes, and you only get one life. I can't imagine for the life of me (little gag, there) or understand why coders occasionally produce arcade games with only one play. It's the most infuriating thing ever, and makes me really want to scream. Aarrgghh! See? I mean you can get dozens of screens into the thing, then one stupid mistake and you land on a load of spikes and die. And that's it. You don't get another chance at it until you work your way back to the same screen.



That hole would be wide enough to jump if it wasn't for the low ceiling. So you'll be needing the high-speed option to get past it.

But if you can overlook this teensy little problemette (you'd have to be really good at *Demon Blues,* mind), there's an awful lot to see and do. Tricks, traps and puzzles litter virtually all of the screens, making things frustrating and (dare I say it?) rather addictive. Yes, I will dare to say it. *Demon Blues* is very addictive. So there. The sheer size of the blimmin' thing means that it's not a game you'll see all of on the first sitting You'll be lucky to see a quarter of it (and remember, that's still a rather large 25 screens worth. On the whole, it's great entertainment - perfect for the little devil in your life (especially if it's you).

JAMES LEACH

Game	Demon Blues
Publisher	Flair
Cassette	£3.99
Disk	£4.99
Release	Out now
Contact	0661 860260

POWER RATING

THE DOWNERS...

- **Lack of a weapon makes Demon Blues dead tough**

100

83%

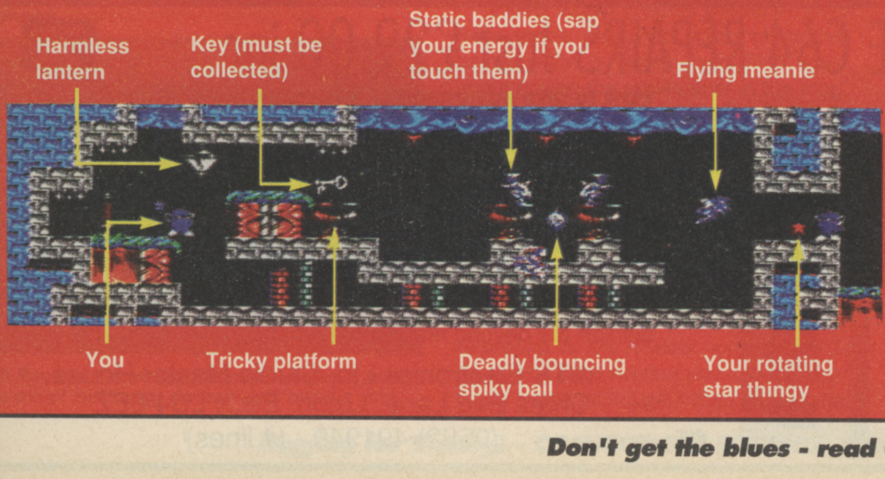
- **Fast, smooth graphics that don't clash with each other and give you a headache.**
- **Over a hundred packed screens to explore**
- **Very nice animation**
- **Although the format isn't new, there is an original feel to Demon Blues**
- **And it's addictive to keep you plugging away (even though it's hard)**
- **At this price you wouldn't expect an earth-shaking game, but Demon Blues delivers the goods and leaves you change out of a fiver!**

...AND THE UPPERS

0

Explaining the exploration

To aid you in your terrifying trip to the underworld, we've pointed out some of the more frightening features. Much of what you'll come across is just background prettiness, but if you ignore *everything* you'll be dead in two seconds.


Harmless lantern
Key (must be collected)
Static baddies (sap your energy if you touch them)
Flying meanie
You
Tricky platform
Deadly bouncing spiky ball
Your rotating star thingy

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RESET ALL	– RESET of any program.
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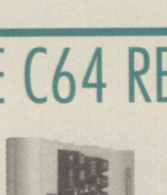

CF

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The Mighty Brain

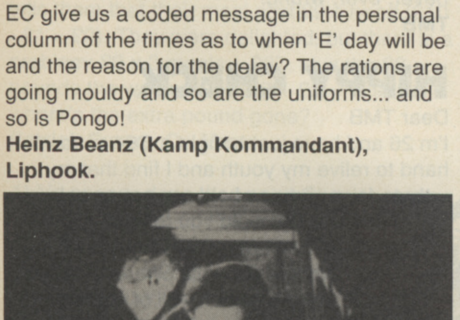
In the post no one can hear you scream! The Mighty Brain stalks the mail sack like a coiled cobra. Are you brave enough to run this cerebral gauntlet with your questions, queries and hatstand letters? Write to TMB Commodore Format, 30 Monmouth Street, Bath BA1 2BW.

THE GREAT ESCAPE!

Dear TMB

Now look here Brain, We are jolly well cheesed off with the way that you keep messin' us about. I am of course referrin' to the game *Escape From Colditz* which you previewed in *CF7*. Here we are eight months later and still no sign of the bally thing! We thought it sounded a jolly wheeze to put Jerry off the scent, when you proclaimed on the front cover of *CF12* that *EFC* had been Powertested inside... and (guffaw, guffaw)... it bally well wasn't. In this month's issue the jolly old Early Warning Scanner showed that *EFC* has been put back by another five months! We'd like to tell the escape committee (EC) that it's a jolly poor show to keep us hanging about like this. Dear old Pongo Smythe-Nicely has worked his fingers to the bone makin' 400 hundred Hun uniforms out of blankets and brown paper. The chaps don't want to question orders , but can't the EC give us a coded message in the personal column of the times as to when 'E' day will be and the reason for the delay? The rations are going mouldy and so are the uniforms... and so is Pongo!

Heinz Beanz (Kamp Kommandant), Liphook.



Will Escape From Colditz ever make it over the wire? Acthung, donner und blitzen etc.

Digital Magic are currently having a few problems and that's the reason for the delay; there is a war on after all! Tell the EC, that CF and TMB believes EFC will go AWOL on C64 eventually. OK?

TMB

ANOTHER WORLD

Dear TMB,

Now that *CF* is getting on a bit (a whole 18 issues old! Sniff, they grow up so fast!) don't you think that the time is right for the new *CF* team to update the mag in some ways? For instance, I would like to offer my constructive opinion on the *CF* Power Rating boxes. They're dull, the idea of just listing all the uppers and downers in a game has gone a bit stale, don't you think? You should really start giving all the reviews a radical new look.

I think Roger Frames should be given more space, as there's stacks of budget games which go unreviewed. Also, what about having the odd feature in the mag which is not related to the C64? Yes, I know that you are primarily a computer mag and all that, but a few special features on arcades, films, TV, comics or even music would make a bit of change.

Daniel Slater, Rotheram

Uppers and downers boxes are designed for speed reading, a shorthand system for fast reference. In this respect nothing works better than a good list that you can run your finger along (although I don't actually have any fingers!). As for Frames getting more space, outrageous! That half-pint freeloader regularly gets more pages than me and I'm multidimensional hyper intelligent being!

Tell me more about this strange world, where things other than C64s get top billing. I really must visit this sad, deprived land and bring them the joyous news of waggling, poking and, of course, CF!

TMB

TARGET RENEGADE

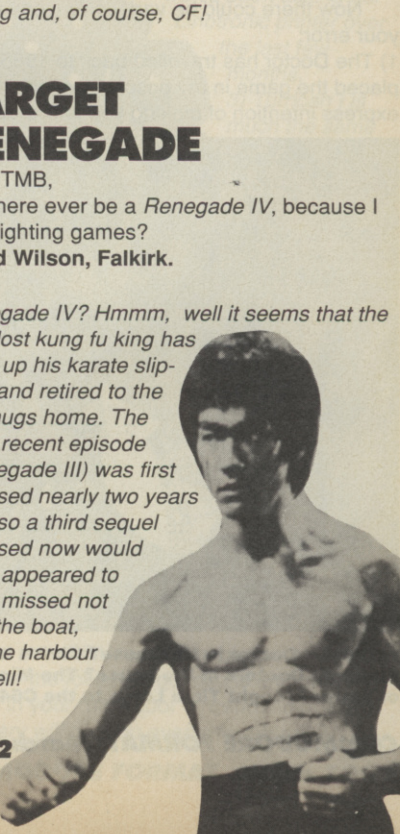
Dear TMB,

Will there ever be a *Renegade IV*, because I love fighting games?

David Wilson, Falkirk.

Renegade IV? Hmmm, well it seems that the love-lost kung fu king has hung up his karate slippers and retired to the old thugs home. The most recent episode (Renegade III) was first released nearly two years ago, so a third sequel released now would have appeared to have missed not only the boat, but the harbour as well!

TMB



MAKING MOVIES

Dear TMB,

Here are some questions, so mighty, that even you can't answer them.

1) Why is your mag so good?
2) When are you going to stop *CF* (never)?
3) How do you make a background and characters move, as they do in games.
4) What is the address of adventure authors, Level 9 Computing?

Joe Baker, Bristol

1) Well (blush) it has something to do with (blush) skill, talent, dedication...
2) Shocking as it may seem, CF will stop publication eventually. When the sun becomes a red giant (6 000 000 000 years from now) the mag will fold on the grounds that all the C64s, readers, users, programmers, in fact everyone on Earth will have left or fried. So get those back issues while there's still time!
3) Firstly, both backgrounds and character 'sprites' never actually move in games, they just look like it. They are really just a series of still pictures (frames) that are displayed so fast your eyes can't see the join. Like any cartoon, all the character's movements and backgrounds they stand on, have already been drawn. In a cartoon though, you're forced to watch the animators choice of action. In a game what you see, changes in response to your joystick commands, with each frame being quickly stuck together by your computer.
4) A secret!

TMB

IN THE HEATONITE!

Dear TMB

Oh dear! My illusions have been shattered forever. In *CF16* you said "unfortunately, the Doctor never made it into the C64 space/time continuum (unlike me, so he can't be that smart)" . Well, I'm sorry to tell you that, for the first time in a millennium, you are totally and utterly WRONG!

I have in my possession, a piece of software entitled *Doctor Who and the Mines of Terror* by Micropower in association with the BBC, released in 1985. In it the Doctor, in Colin Baker disguise, must save the universe from the Master's evil. Aided by the rather cute Splinx, a sort Galafraean robotic pussy cat, he must stop the mining of a substance called Heatonite.

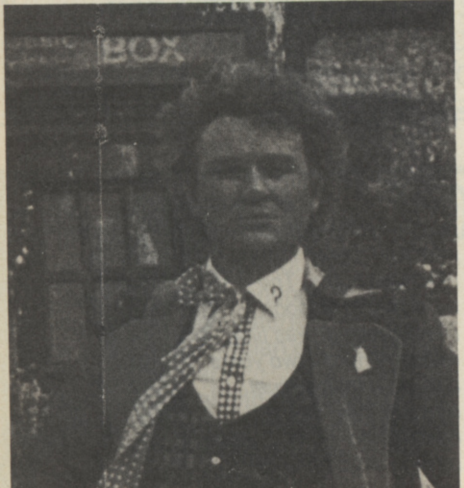
Now there could be various reasons for your error:

1) The Doctor has travelled back to 1985 and placed the game in my possession with the express intention of making you look stupid. Evidence of this can be found on the back of the box where it says "are you ready for brain to brain combat?"
2) You have gone senile! I would beg to differ on this score since no-one in such a wonderful publication would tolerate a mad octopus for very long. Therefore, I must go for Galafraean practical joke theory.

Bryan Hamilton, Kilmarnock.

Ahh! Well, you see there was no mistake. I was talking about the real Doctor Who (a la William Hartnell, Patrick Troughton, Jon Pertwee, Tom Baker, Peter Davidson and Sylvester McCoy) not some pale imitation bought in to keep a famous name alive while a real successor was found. So I wasn't wrong, I'm just very choosy about which Doctors I want to see.

TMB



Is there a Doctor in the house? Oh it's him. Anymore Doctors in the house? The Mines of Terror brought Time Lords to the C64.

DEAR DIARY

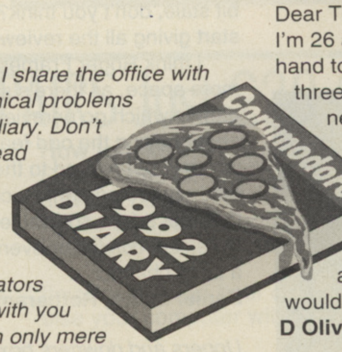
Dear TMB

About one month ago I replied to the ad' in *CF* (you know the one for the *CF Diary* and the *Poke Powerpack* cassette). I sent the money and am most distressed to have heard nothing. With you being the "Almighty Supreme Being" I know you can sort out this problem for me.

Cayo Gale, Clwyd

Those mere humans I share the office with have had a few technical problems while producing the diary. Don't fret though, as you read this reply your diary is now winging its way through the printing presses, the tapes through duplicators and both should be with you shortly. And although only mere humans, they are decent folk and won't cash a single cheque until the diary is ready to post! Job done, next!

TMB



GAUNT LOOK

Dear TMB

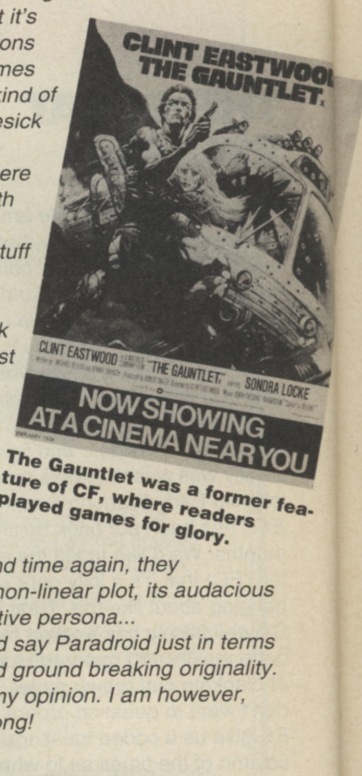
I think you are brilliant, excellent, bodacious etc. Right, now that's the creeping out of the way, I have a few questions I'd like to ask?

1) Whatever happened to *The Gauntlet?*
2) What Joystick would you say was the best money can buy?
3) Can you tell me the addresses for some fairly cheap PD software?
4) What in your opinion is the best book for the Commodore?
5) What game would you say had the best ever graphics on the C64?

Adam Clark, Leeds

1)The Gauntlet, starring Clint Eastwood and Sondra Locke was released by Warner/Malpaso films way back in 1977. Since then, it has enjoyed reasonable success on both home video format and network television.
2) The Bug by Cheetah (0222 555525). It works well and looks good. Crafted to resemble a small insect it's eyes are fire buttons and the 'stick comes out of its back - kind of makes you homesick doesn't it?
3) Next month there will be an in-depth guide to all the classy, serious stuff out on PD and where to get it. For games check out CF17, the first part of this 'free' PD software guide.
4) Hocus Pocus by Kurt Vonnegut. Read it to your machine time and time again, they never tire of its non-linear plot, its audacious use of the narrative persona...
5) Personally, I'd say Paradroid just in terms of pure style and ground breaking originality. But, that's just my opinion. I am however, never, ever, wrong!

TMB



The Gauntlet was a former feature of CF, where readers played games for glory.

HIPPY CHECK

Dear TMB

I'm 26 and have just bought a C64 second-hand to relive my youth and I find that my three fave games of old are not on sale near me. So could you tell me:

1) Where I can get *Revenge of the Mutant Camels, Sheep in Space,* and *Tripatron* - all of course by ultra-hippy Jeff Minter?
2) Have you got Jeff Minter's address as I am running a fanzine and would like to interview the guy?

D Oliver, name and address withheld.

Well, the following 'Minter' games have been coded on the C64: Rox, Gridrunner, Attack of the Mutant Camels, Matrix, Hover Bovver,

Revenge of the Mutant Camels, Ancipital, Megalacticllamas, Psychedelia, Mama Llama, Sheep in Space, Batalyx, Iridis Alpha, Yak's Progress and Voidrunner. All are published by Llamasoft (who else?), Jeff's own software house. To find out more write to Llamasoft, 49 Mount Pleasant, Tadley, Hants RG26 6BN or give them a ring on 0734 814478.
TMB

THAT'LL BE 'ANDY

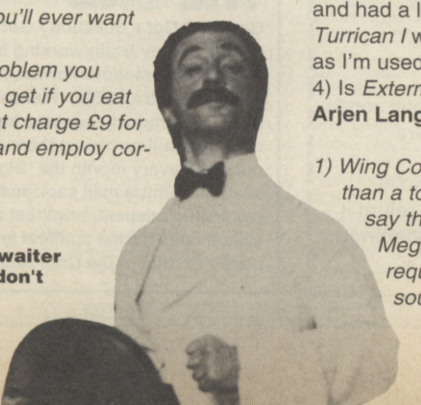
Dear TMB
Only about five minutes ago I was watching the *Teenage Mutant Hero Turtles* (again). I was reading through the credits at the end when I saw - down with the people who make the tea for the Turtle actors - that one of the electricians was Andy Dyer! Could this be the same Dyer in your magazine that handled the electronics for *TMNT*? Or is it just a spooky coincidence?
Adam Wade Ridleyton, Australia

Andy Dyer an electrician! I don't think so! Would you trust this man with your multimillion dollar blockbuster movie?
TMB

A LA CARTE

Dear TMB
I am writing to you to prove that you are no more than a huge pink blob.
1) Could you give me some background information on Stewart Campbell, Linda Barker, Neil West, James Leach and Mark Ramshaw?
2) To prove that you are no more than a lump of jelly answer this: three men go into a restaurant and each orders bacon and eggs. This costs £10 pounds a head, a total of £30. The waiter takes their money to the manager, who says that the men have been overcharged by £5. The manager gives the waiter the difference (£5) and tells him to give it back to the men. Now the waiter says "hold on, they won't miss two pounds" and pockets it. He then, returns to the men's table and tells them that their meal cost £9 a head (£10 - £1 = £9). They were delighted, but there is a problem: £9 x 3 meals = £27, plus the £2 pounds the waiter took £27 + £2 = £29. So where's the extra pound gone?
Patrick Evans, Co Mayo

1) No sooner done than said! Check out page 15 for all the info on this disreputable bunch. And of course Herr Leach has now joined the CF team, so you'll find out more about him than you'll ever want to know!
2) This is false problem you see, it's what you get if you eat at restaurants that charge £9 for bacon and eggs and employ corrupt waiters!
TMB



Fly, fly, there's a waiter in my soup - and don't mention the war!

IN THE RED CORNER...

Dear TMB
I recently bought *WWF Wrestlemania* and I've got some questions.
1) Is there any way that you can beat the computer opponents?
2) If so, what do you do to beat it?
Hariom Sur, Birmingham

You're going to hate...

...IN THE BLUE CORNER

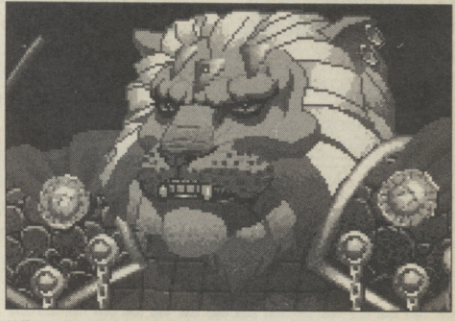
Dear TMB
I'm writing to tell you that I have just completed *WWF Wrestlemania.*
1) Am I the first person to complete *WWF?*
2) Shall I ring Ocean or will you?
3) Am I brill or what?
Gobinder Jhitta, Birmingham

...Now I want a good clean fight. TMB

ARCADIA

Dear TMB
Why don't you start an 'Arcades Section' then we'd be able to see what coin op's could be converted long before they actually are?
MD Spall, Southampton

Arcades are fun, but C64s can do far more than replicate your fave coin op'. We're a C64 mag, first and foremost, and the limits of space mean that reviews, features and tips on getting the most from your machine always take priority. Don't panic though, arcades will get all the exposure they deserve in both the Early Warning slot and future features!
TMB

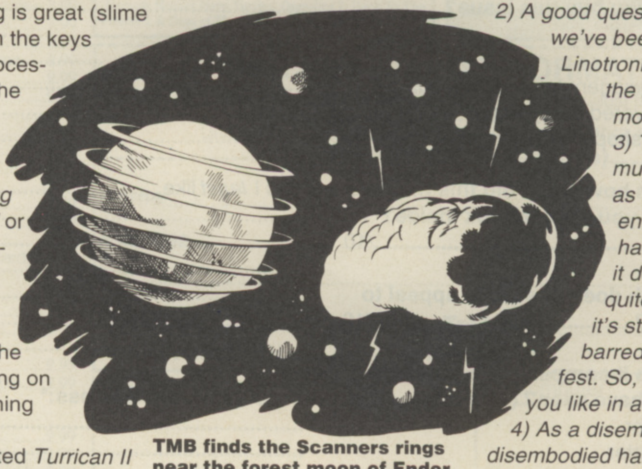


Wing Commander II, a PC based classic, has that epic feel about it. It's a great game...

... if you've a 20mb PC system, custom sound card, graphics card and fork out £40!

EXCELLENT COMMANDER?

Dear TMB
Your mag is just one big Corker! The power packs are great, the posters are great, well everything is great (slime drops between the keys of my word processor). On with the questions:
1) Will there ever be a conversion of *Wing Commander II* or is it too complicated to do on an 8 bit computer?
2) Where did the rings keep going on the Early Warning Scanner?
3) I've completed *Turrican II* and had a lot of fun. If I buy *Turrican I* will it be a disappointment for me as I'm used to the smooth graphics of *II*?
4) Is *Exterminator* any good?
Arjen Langbaerd, Gouda, Holland.



TMB finds the Scanners rings near the forest moon of Endor.

1) Wing Commander II on anything other than a top of the range PC? Unlikely to say the least. The game took up 20 Megabytes of hard drive space, requires 256 colour graphics, custom sound boards and can't be played from disk. It's such monster program that not only are C64s snubbed, but so are Atari STs and Amigas!
2) A good question and one we've been asking our Linotronic printer over the last few months.
3) Turrican I is much the same as II only different. It doesn't have the variety, it doesn't look quite as good but it's still a no holds barred, slaughterfest. So, if that's what you like in a game...
4) As a disembodied brain, disembodied hands have little appeal to me. So no, not in my opinion.
TMB

IN THE DARK, MAN

Dear TMB
I am a new C64 owner and please could you answer the following questions and print them in your "ultra cool 'n' trendy" magazine (*bribery will get you everywhere - ed!*)?

➤

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1) Could you tell me of any good fighting games ie karate, kung fu, kick boxing, boxing or sword fighting?
2) I have just bought Audiogenic's *World Class Rugby*, please tell me what percentage you gave it?
3) Why is *Darkman* a kind of cheap rip off of *Batman the movie*?

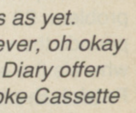
The Dark Knight returns to the cinema, and probably the C64 this year, great! Let's just hope that Darkman can has no sequel plans.

4) Is there going to be another expansion pack for *Hero Quest*?
5) I used to own a Spectrum and the magazines used to have tapes which had millions of cheats on them, will you do that?
Lee Eyre, Lincoln

1) Fighting games, now you're talking. They're mindless, pointless and knacker joysticks faster than a very fast thing. Good ones on the C64 vary in style dramatically so take your pick from: Double Dragon III (CF16 78%), a happy go lucky, heads up, two player, fist fight, with loads of weapons to choose from or First Samurai, which is more of a platform game with seriously violent interludes, and it picked up a Corker last ish'. Alternatively, how about WWF, a no holds barred romp in the ring with the H Hogan Esq. another CF Corker!
2) World Class Rugby scored a massive 55% way back in issue 16. As I've just said the best fighting games are...
3) As Great Grandaddy Brain used to say "you can't make a silk purse from a sow's ear". Batman was a brilliant movie and Darkman wasn't, so it left the coders with little choice but to follow the standard platform, side-show, platform, side-show formula.
4) Apart from Return of the Witchlord which has already been released, there are no firm plans for further expansion packs as yet.
5) Never, never, never, never, never, oh okay then! As part of the Commodore Diary offer (see page 56) there's a PowerPoke Cassette which has 100 brand new, ready to load, ready to go, pokes.
TMB

THE END

Got C64? Got a question? Got an opinion? Then get the Mighty Brain working for you by writing to TMB, Commodore Format, 30 Monmouth Street, Bath BA1 2BW. Please don't send any SAEs or personal enquiries because there's just not enough time to sort them all out. But, every month the 'Big B' scans the entire mail sack and plucks the crispest, brightest and silliest ones for the spiffiest letters page this side of the Crab Nebula.



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INSIDE IN

Got an innocent technical question? Got a perfectly legitimate programming problem? Then send them into Inside Info and we'll feed them to the Lyons, Paul Lyons that is, CF's top Techy. And this month he turns the tables to asks you some vital Commodore questions.

NUMERO DUO

Dear Inside Info

In CF16, Simon Johnston asked for a routine to allow the number keypad of the C128 to be used in C64 mode. I have written a routine which will do this. It is written entirely in machine code and is completely transparent to BASIC and machine code (although it probably won't work with commercial programs). To turn it on use SYS 49152. SYS 49155 turns it off, as does RUN/STOP RESTORE or a reset. Please note that SHIFT, the CBM key, and CTL have no effect on these keys. Here's how to use it and how it works:

The routine tests for one of the extra keys. If it finds one, the ASCII code is placed into the keyboard buffer and eventually onto the screen. The ASCII codes are contained in a table starting at location 49165 and can be changed to other values if you want. For example, when entering data, a comma would be of more use than a full-stop. Entering POKE 49165+18,ASC(",") will change it, but only on the keypad.

ESC	Value CHR$(27)
TAB	Value CHR$(9)
ALT	can be used as function key F0. Value CHR$(130)
HELP	acts like SHIFT RUN/STOP. Value CHR$(141)
LINEFEED	acts like SHIFT RETURN. Value CHR$(141)
NOSCROLL	can be used as function key F9. Value CHR$(142)
ENTER	same as RETURN. Value CHR$(13)

of course, these keys can also be changed.

The keys will also auto-repeat in the same way that normal keys will. This depends on the value of location 650:

POKE 650,0	only cursor keys and space will repeat
POKE 650,64	no keys repeat
POKE 650,128	all keys repeat
POKE 49163,n	will change the delay before the key starts to repeat to 'n'.
POKE 49164,n	will change the speed t the key repeats to 'n'.

The value 'n' in these last two POKEs are the time delay in 50ths of a second and they only work with the C128's extra keys; they will not affect the normal keys.

Finally, below here is a list of the order in which the keys appear in the table so you can change their value.

```
1  DATA 76,37,192,76,62,192,0,0,635
2  DATA 255,255,0,16,4,131,56,53,770
3  DATA 9,50,52,55,49,27,43,45,330
4  DATA 141,13,54,57,51,130,48,46,540
5  DATA 145,17,157,29,143,120,173,20,
804
6  DATA 3,141,6,192,173,21,3,141,680
7  DATA 7,192,169,77,141,20,3,169,778
8  DATA 192,141,21,3,88,96,120,173,834
9  DATA 6,192,141,20,3,173,7,192,734
10 DATA 141,21,3,88,96,162,255,160,926
11 DATA 0,138,24,42,142,0,220,141,707
12 DATA 47,208,174,1,220,224,255,208,
1337
13 DATA 11,200,192,3,208,237,142,8, 1001
14 DATA 192,76,204,192,224,0,208,5, 1101
15 DATA 162,255,76,97,192,236,8,192,
1218
16 DATA 208,38,141,9,192,44,138,2,772
17 DATA 48,17,112,72,173,9,192,201,824
18 DATA 248,208,65,224,191,144,61,224,
1365
19 DATA 248,176,7,206,10,192,208,52,
1149
20 DATA 173,12,192,141,10,192,208,9,937
21 DATA 142,8,192,173,11,192,141,10,869
22 DATA 192,138,162,0,74,144,3,232,945
23 DATA 208,250,132,255,152,10,10,10,
1027
24 DATA 134,255,101,255,170,189,13,192,
1309
25 DATA 166,198,236,137,2,176,5,157,
1077
26 DATA 119,2,230,198,169,255,141,47,
1161
27 DATA 208,169,127,141,0,220,108,6,979
28 DATA 192,108,6,192,0,0,0,0,498
29 A=49152
30 FOR L=1 TO 28:C%=0
31 FOR I=1 TO 8:READ D%:POKE A,D%
32 A=A+1:C%+D%
33 NEXT:READ D%
34 IF C%<>D% THEN PRINT "ERROR IN
LINE";L:END
35 NEXT
36 SYS 49152
```

KEYPAD KEY LOCATIONS

Simply add the number shown for each key to 49165 to get the location of the key.

+0: HELP
+1: 8
+2: 5
+3: TAB
+4: 2
+5: 4
+6: 7
+7: 1
+8: ESC
+9: +
+10: -
+11: L/F
+12: ENTER
+13: 6
+14: 9
+15: 3
+16: ALT
+17: 0
+18
+19: Down
+20: Up
+21: Left
+22: Right
+23: NO SCROLL

FUNCTION KEY FUN

Dear Inside Info

Ever get fed up when you're programming in BASIC and you have to repeatedly type the same thing again and again? Especially when you have eight function keys just sittin gthere doing nothing in particular. Well, I've written a routing that solves this little problem. This program allows you to define the 8 func-

MEGA MEMORY

Dear Inside Info

There is one way of increasing the RAM of a C64 that you didn't mention. You cannot increase the RAM of a C64 inside the casing, but an external device can be fitted to the user port. This device is called the 1750 Clone Series RAM Pack, and is available from F.S.S.L. The RAM pack can be bought with 512K, 1 Mb or 2Mb. (These cost £169.95, £199.95 and £299.95 respectively.)

You cannot buy games that take advantage of the increased RAM, as you rightly stated, but the RAM cartridges are very useful when used with DTP programs and applications such as GEOS which can be configured to take advantage of the extra memory (you can use a 512K RAM pack as a 'shadow' 1541 drive.)

F.S.S.L's address is Masons Ryde, Defford Road, Pershore, Worcestershire,WR10 1AZ or contact them by telephoning 0386 553153

D.B. Read, Swadlincote, Derbyshire

NFO

tion keys to print any number of characters be it BASIC commands, variable names, etc.

To use this program just type in the listing and run it, then type in what you want each 'F' key to be (max 7 characters). Then type SYS 49152 to run.

While the 'F' keys are operational the word 'ON' will appear at the top left of the screen and pressing the 'F' keys will print your desired characters. If the word 'ON' disappears (ie pressing RUN/STOP RESTORE) just type SYS 49152 again. Note that this program runs independently of normal operations as it's an interrupt routine.
Also watch when at the bottom right of the screen as it is possible to lose the cursor, sorry, that's a slight bug in the program which if corrected would make the DATA lines a lot longer and nobody likes typing them in!

Lastly, the reason for the high line numbers is so that anyone writing a BASIC program can still run this program should they wish to change 'F' keys, although note that once it has run this program can be NEWed while the 'F' keys stay programmed.
Kevin Stone, Newport, Gwent

```
63978  PRINT "FUNCTION KEY DEFINER"
63979  FOR A=1 TO 8
63980  PRINT "F";A;:INPUT F$(A)
63981  IF LEN(F$(A))>7 THEN PRINT "TOO
LONG!":GOTO63980
63982  NEXT
63983  PRINT "PLEASE WAIT"
63984  MC=49408
63985  FOR A=1 TO 8:POKE
MC,LEN(F$(A)):FOR B=1 TO LEN(F$(A))
63986  PRINT MID$(F$(A),B,1):POKE
MC+B,PEEK(1544):NEXT B:MC=MC+8:NEXT A
63987  FOR T=0 TO 185:READ A:POKE
49152+T,A:NEXT
63988  PRINT "DONE:SYS49152 TO RUN"
63989  DATA 120,169,16,141,20,3,169,192,
141,21,3,88,96,234,234,234,165,197
63990  DATA 201,64,208,3,76,172,92,201,
3,208,8,169,48,141,255,192,76,76
63991  DATA 192,201,4,208,8,169,0,141,
255,192,76,76,192,201,5,208,8,169,16
63992  DATA 141,255,192,76,76,192,201,
6,208,8,169,32,141,255,192,76,76,192
63993  DATA 76,172,192,24,173,141,2,201,
1,240,3,76,95,192,173,255,192,105
63994  DATA 7,141,255,192,165,209,141,
145,192,165,210,141,146,192,24,173
63995  DATA 145,192,101,211,141,145,
192,144,3,238,146,192,24,174,255,192,165
63996  DATA 211,125,0,193,133,211,144,
2,230,210,174,255,192,188,0,193,232
63997  DATA 189,0,193,141,175,4,238,
145,192,173,145,192,208,3,238,146,192,
63998  DATA 232,136,208,235,162,0,160,
0,200,208,253,232,208,248,169,143,141
63999  DATA 0,4,169,142,141,1,4,76,
49,234,96,
```

LOUD LOADING LISTINGS

Dear Inside Info
One of the bad things about using BASIC is that it can often be very slow. When a large disk file is loading, or Machine Code is being loaded into memory from hex data statements , you could be wondering if a bug has occurred and the computer has packed up! I've written two routines which deal with this kind of problem, that I think many other Inside Info fans will find useful.

The first changes the Break Interrupt Vectors and increments the border colour instead. This means the border will not flash all the time, only when the disk drive is in operation, or a program is listing.

The second changes the IRQ Interrupt Vectors and increments the border. The border will now flash all the time, allowing the user to see something is actually happening!
Simon Post, Norfolk

Listing 1 – Break Interrupt:

```
10 FOR I=49152 TO 49158
20 READ D:POKE I,D:NEXT
30 DATA 120,238,32,208,76,195,255
40 FOR I=680 TO 718
50 READ D:POKE I,D:NEXT
60 DATA 169,8,170,160,1,32,186,255,169,
4,162,203,160,2,32,189
70 DATA 205,169,0,32,213,255,134,45,
132,46,32,89,166,32,113,169
80 DATA 76,174,167,77,65,73,78
```

The bold number in line 60 is the number of characters of the file name to be loaded – for disk only

The bold numbers at the end of line 70 are the ASCII codes which represent the filename. (This example is four characters long, and is called MAIN.)

To activate the routine, type:

```
POKE 808,0: POKE 809,192:SYS 680
```

Listing 2 – IRQ Interrupt:

```
10 FOR I=49152 TO 49158
20 READ D:POKE I,D:NEXT
30 DATA 120,238,32,76,49,234
40 POKE 788,0:POKE 789,192
```

THERE'S MORE WHERE THIS CAME FROM

Every month Inside Info brings you only the tastiest techy tidbits. But if there's a question that you need answered or if there's something you want to know how to do on your C64, then drop Paul a line and he'll do his very best to sort you out. Just mark the envelope Inside Info and send it in.

AMIGA ANSWERS????

We've had lots of questions about C64s and Amigas recently, so here are a selection of the most requested. Although why anyone would want a computer that costs four times more and is much harder to program is beyond me...

Dear Inside Info
I have a few mega questions, I hope you can answer them all.
1 Can you upgrade a C64 to an Amiga?
2 Could you play Amiga games on your C64, using the upgrade?
3 Wouldn't you need a disk drive to take the disks that Amigas use.
The reason why I'm asking is that I'm thinking of buying an Amiga, but I can't bare to get rid of my C64!
Wayne Hill, Exeter, Devon

The C64 and the Amiga are two completely different computers – like a car and a bus are two different kinds of transport – and you can't turn one into another (well, technically you could but you'd need to be an electronics whizz and spend absolutely masses of cash – more than buying two new computers). Because of this, it's not possible to play one kind of game on another, or plug Amiga drives into a C64. But don't get rid of your C64, whatever happens!

Dear Inside Info
I own a 3.5" disk drive (parallel) and was wondering how it would be possible to attach it to my C64.

Also, what's the difference between parallel and serial?
Andrew Robinson, Darlington, Co Durham

It's not possible to attach a normal 3.5" disk drive to a C64 without internal modifications and a clever interface-type thingy. Interestingly enough TIB are making just such a device - a 3.5" disk drive with a built-in interface. It comes complete with eight games, a disk operating system and costs just £99. And we'll be reviewing it in next month's Inside Info!

Dear Inside Info
I'm writing to ask whether it is possible to run a C64 cassette or cart game through an Amiga 500.
Gavin Langley, Lowesoft, Suffolk

It's funny you should mention it, but there's actually a C64 emulator program now available for the Amiga, that makes it act just like a normal C64. It's shareware, but if you like it and pay the registration fee (about $30 in Canadian money), they'll even send you a cable to connect your disk drive to an Amiga. I haven't seen it yet, so I don't know how well it works, but my fellow Tech-Head Tim 'Brains' Howell on CF's sister mag Public Domain, says it's slow, but runs quite a lot of commercial C64 software. If you're interested, you can get more details from Vally PD, PO Box 15, Peterlee, Co Durham, SR8 1NZ. Or telephone 091 587 1195

THE INSIDE INFO '92 SURVEY

Now Inside Info is all 'growed up', having reached the ripe old age of 18, we'd really like to know what you think of it? Is it fab or not? Is there something you'd like to see explained in print? Is there some special utility you'd like to see on the tape? Even if you're not really a techy person, we'd like to know what you think about *CF*'s games-free zone. And everything you say will be read and thought lots about by Chief Tech-Head Paul Lyons and Supreme Editor-Being Trenton 'Trenty' Webb.

To give you even more reason to tell us what you think, we will be pulling three complete surveys out of the *CF* mailbag and these lucky readers a year's free subscription! Or an extra year, if you're already a subscriber!

Just fill in the form (or a photocopy of it) and send it in to Inside Info Survey, Commodore Format, 30 Monmouth Street, Bath, Avon, BA1 2BW.

What computers do you own?

C64 ☐
C128 ☐
C128D ☐
Others (please state which)
....
....

How long have you had your C64?

Less than three months
3-6 months ☐
6-12 months ☐
1-2 years ☐
2-3 years ☐
Over three years (please state how many)
....

What hardware do you own?

Dot matrix printer ☐
Colour printer ☐
Plotter ☐
Joystick ☐
Mouse ☐
Disk Drive ☐
Expert Cartridge ☐
Action Reply cartridge ☐
Other (please state)
....
....

What serious software do you own?

....
....
....
....

What hardware are you intending to buy this year?

Dot matrix printer ☐
Colour printer ☐
Plotter ☐
Joystick ☐
Mouse ☐
Disk Drive ☐
Expert Cartridge ☐
Action Reply cartridge ☐
Other (please state)
....
....

What serious software are you intending to buy this year?

....

How much do you think you'll spend on hardware in the next 12 months?

....

How much do you think you'll spend on software in the next 12 months?

....

How would you rate your BASIC programming skills?

0 (none) – 3 (good) – 5 (professional)
☐1 ☐2 ☐3 ☐4 ☐5

How would you rate your Assembler programming skills?

0 (none) – 3 (good) – 5 (professional)
☐1 ☐2 ☐3 ☐4 ☐5

How would you rate your electronic project building skills?

0 (none) – 3 (good) – 5 (professional)
☐1 ☐2 ☐3 ☐4 ☐5

Would you like to see more or less of the following things in Inside Info?

Readers' letters
☐ More ☐ Same ☐ Less
Short Techy tips
☐ More ☐ Same ☐ Less
Programming Compos
☐ More ☐ Same ☐ Less
Type-ins
☐ More ☐ Same ☐ Less
BASIC tutorials
☐ More ☐ Same ☐ Less
Assembler tutorials
☐ More ☐ Same ☐ Less
Hardware projects
☐ More ☐ Same ☐ Less
Other (please state)
....
....
....

What do you think are the best things about Inside Info?

....
....
....

What do you think are the worst things about Inside Info?

....
....
....

Would you like to see non-games programs on the *PowerPack* tape?

....
....

If so, what?

....
....

And finally, a few questions about yourself...

How old are you?

Under 11 ☐
11-13 ☐
13-16 ☐
16-18 ☐
18-25 ☐
25-35 ☐
35-50 ☐
Over 50 ☐

What is your annual income

Erm, I'm still at school ☐
Erm, I'm a student on a grant ☐
Erm, I'm unemployed ☐
Under £5,000 ☐
£5,000 – £10,000 ☐
£10,000-£15,000 ☐
£15,000-£20,000 ☐
Over £20,000 ☐

What is your name?

....

and address?

....
....
....

and postcode?

....

You don't have to give us these, but if you don't, we can't enter you in the Prize Draw, 'cos we wouldn't know where to send the twelve free issues!

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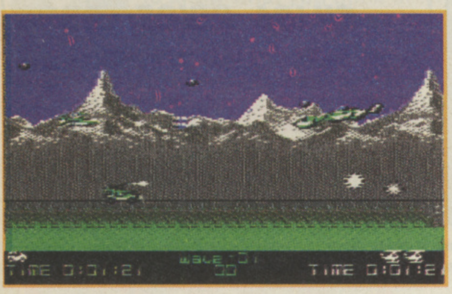
ROGER FRAMES buys Budjit Games

It's Valentine's Day. This of course means nothing to Roger, who's indoors playing* Championship Wrestling*. But to his horror he gets a card. Even worse, it's from a girl! Urgh! Understandably outraged, he practises arm-locks and strangleholds. He might need them.



The jeep and copter rush towards some enemies. And not even a 7p "donation" to their favourite charities will save me...

SILKWORM

Tronix, £3.99

Who'd want to buy a game about a stupid worm, I thought as I loaded up this offering. Imagine my surprise when it turned out to be a horizontal scrolling shoot-em-up which dumps you in a jeep or helicopter (or both, if you get a chum to play too). The idea is that you then shoot at tanks, missiles, other helicopters and anything else that moves (and looks expensive).

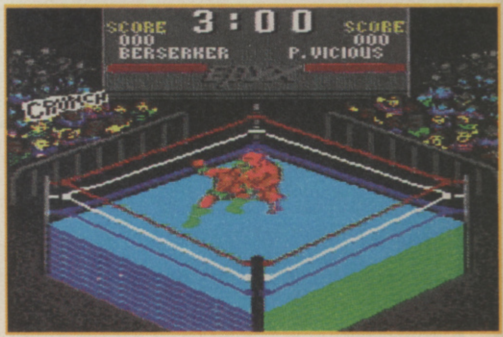
It's a fine idea, I must say. And it plays rather superbly. No expense has been spared to make this a smooth, quick and vastly enjoyable game, especially if you play it with a pal (you can also ask him to contribute to the electricity you're using).

The sprites are a mite small, but *Silkworm* is so smooth and addictive that you can overlook this graphics-related miserliness. If you desire a great shoot-em-up and you're sensible enough to restrict your spending to under four quid, then Silkworm is the game for you. Time to crack into the Christmas money, friends and neighbours!

SILKWORM

Climb into the helicopter or the jeep and jolly well start damaging those enemies. Silkworm is more fun than finding pound coins on the beach (I exaggerate of course, but it is rather good).

FRAME RATE **87%**



A 2 pence piece cunningly superglued to the canvas distracts me long enough for my opponent to pulp me into a stingy soufflé. I'll get him later by running him down on my bike.

AARRGH!
Valentine
Roger XX

Urgh! This is disgraceful! Don't these vile specimens realise that I've got much better things to do than swap wimpy cards with them? There are hundreds of budjit games for me to avoid buying - I simply haven't got the time to deal with this kind of outrageous provocation...

CHAMPIONSHIP WRESTLING

Kixx, £3.99

Very useful skill, wrestling. It can get you out of all sorts of trouble (as I, er, found out this month, readers.) So I always welcome a cheapie game which allows me to test my half-nelson holds and body slamming techniques.

There are eight wrestlers, all with stupid names, and you can set any number of them as humans or the computer. You can either hold a tournament, where everybody tries to squash everybody else's faces in a series of bouts, or you can play one-off matches (saving time and valuable electricity).

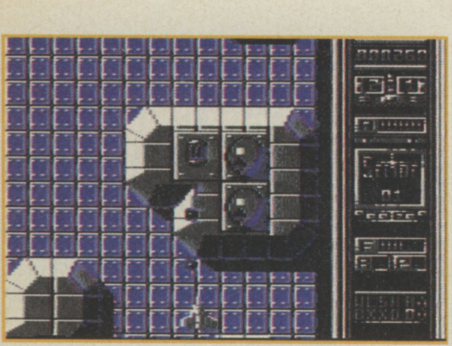
The game is a wee bit slow, but there are so many moves you can pull that this gives you time to prepare for the next bone-splitting, head-mashing attempt.

If you're into this form of rather unconvincing violence, *Championship Wrestling* is worth a look. It's not up to *WWF* standard, but neither does it cost over a tenner. Remember the Frames' ancient family motto kids, stinge not binge!

CHAMPIONSHIP WRESTLING

A bit jerky, but then again people have said exactly that of me. *Championship Wrestling* is a good way to entertain seven friends. It works out to 49.875p each, so you can even charge them for the cost of the cassette too!

FRAME RATE **76%**



I've sensibly opted for the cheapest tank-and-plane combination you can buy. I mean, the price of military hardware these days...

XENON

Tronix, £3.99

Two dangerous vehicles for the price of one? Can't go wrong, can you? In *Xenon,* you've got to scroll your way up a screen filled with nasty aliens, gun towers and big metal things. Sounds tough. Well nothing's too tough for your fave miserly reviewer (except un-necessary expenditure), so I cracked into the game with gusto.

You must swap between driving the tank (which must avoid ground obstacles) and the jet fighter (which must avoid anything flying through the air). The skill is juggling these two modes whilst still blasting away at all possible targets.

The big bonus with *Xenon* are the collectables. There are dozens of wonderful weapons, special shields and purposeful pods to grab, and every time you get another one, you're that bit harder. Yes, I like this sort of game.

The thing about *Xenon* it isn't particularly fast, but it's very smooth and is set at just the right addictiveness and difficulty levels. You'll keep coming back to it when you should be doing your homework or going to bed or whatever (which could cause a few family-related prob's).

XENON

If you're in the market for a good vertical-scrolling shoot-em-up, it's time to ignore your conscience, screw up your courage and extract £3.99 from the shoebox to buy *Xenon.*

FRAME RATE **81%**

BUBBLE DIZZY

CodeMasters, £3.99

The Codies has been going to work on an egg for years now (and the money's been rolling in for those little Darlings, the swines). But, knowing when they're on to a good thing, Codemasters are trying to keep Dizzy on the boil with this latest game.

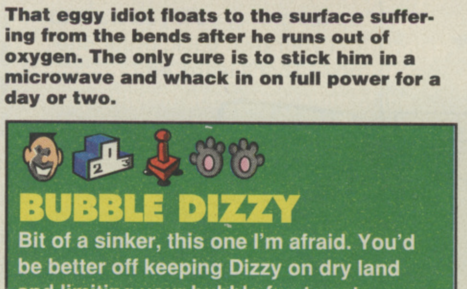
CRog
Stuf 2 Reviuw

That sissy card has upset my immense manliness. I need to get on with some serious wrestling in order to prove to the world that I'm a hard dude who wouldn't be seen dead with a Valentine's card. She can forget about a reply, too.

Dizzy starts on a pirate ship, gets chucked off the plank, and falls to the bottom of the sea. The only way up and back into sunlight is to jump on the bubbles which rise from the sea-bed. The bubbles keep bursting (even though they're underwater and it's impossible, or so that bloated sponge TMB tells me), so you must jump from them onto ledges and onto more rising bubbles.

The idea isn't bad, but when you actually get into the game, it's, er, rather boring. After a while, you'll get the hang of it and will complete level one. Level two is a different set of ledges and stuff, but the game is the same. Level three is more of the same too.

Bubble Dizzy is a bit like a sub-game, really – it's just not exciting enough to be a £3.99 game in its own right. If, like me, you're allergic to being in water anyway, you won't be too impressed.



That eggy idiot floats to the surface suffering from the bends after he runs out of oxygen. The only cure is to stick him in a microwave and whack in on full power for a day or two.

BUBBLE DIZZY

Bit of a sinker, this one I'm afraid. You'd be better off keeping Dizzy on dry land and limiting your bubble fun to eating beans before bathtime.

FRAME RATE **49%**

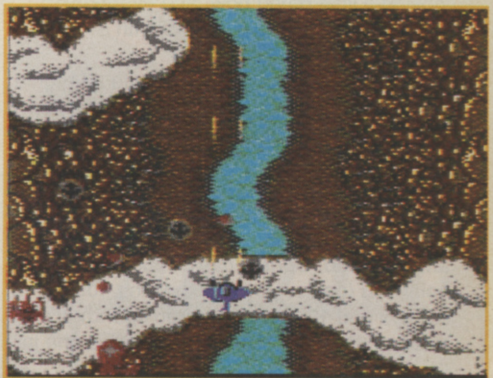
GEMINI WING

Tronix, £3.99

I'm not a great believer in astrological star signs. I've always thought that one twelfth of the world's population can't all meet a tall dark stranger all on the same day. So *Gemini Wing* didn't sound promising, I thought.

Imagine my surprise then, when *Gemini Wing* turned out to be a high speed, vertical scrolling, blaster not completely unlike *Xenon.* The difference is that in *Gemini Wing,* you've got to take out loads of annoying little aliens who fly around the screen at random, giving you endless grief of a explosive nature.

Gemini Wing plays far faster than *Xenon,* but doesn't have quite the same polished look or in-game feel. There are hordes of the usual motley collection of pick-ups, and as you chug along (moving in eight directions as the fancy takes you), nicely drawn scenery drifts past. I found this incredibly distracting, and couldn't even see many of the so-called aliens I was supposed to be blasting away at.



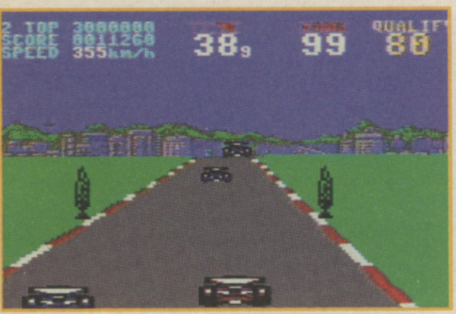
Collect those anchor things. They're three-way fireballs. Deadly, and capable of making a real mess of Mrs Blenkinsopp's curtains over the road at number 22.

So, me hearties, *Gemini Wing* doesn't score as highly as *Xenon.* It's still not bad, though. And if you're a millionaire shoot-'em-up fan, you could even buy both (shock, horror).

GEMINI WING

Fast, action-packed blaster, but it's difficult and the backgrounds are distracting. Still, better than being thrown from a liner in the South Atlantic.

FRAME RATE **73%**



Ever economical, I put 2-star diesel into his Formula One racer and managed a sensible 9 miles per gallon at a constant 30 mph.

Ugh! I never expected her to call round! Miffed by the lack of a reply, Veronica Nolan interrupted me at my C64. I tried to shoulder-charge her, but she'd obviously had professional training. She skilfully blocked my pathetic attempts, grabbed my ankles and bounced my head repeatedly off the wardrobe. Girls, eh! Buy my T-shirt and make your stand against them now!

CONTINENTAL CIRCUS

Tronix, £3.99

Racing cars - that's the name of this game (*actually it's Continental Circus - Ed*), and it's to the world's top tracks that we go in order to drive them.

CC is a rather spiffy 3D out-of-car-view job, which sees you having to both beat a certain number of the other racers and also a rather tight time limit. Your car has two (count 'em) gears and makes a sound like a food-mixer with two, er, gears.

The action is nicely drawn, if looking a little dated now, and everything runs as fast as a weasel with a dodgy bot.

The game starts off being quite a toughie, and only gets worse. Brazil is the first track and you'll be lucky to beat that one the first day (I couldn't, but I'm too young to drive).

If you're as mean as me, you won't have bought a full-price driving game. It might be time for you to get hold of one now, though, and if you do, *Continental Circus* won't disappoint you (unless you're expecting 4096 colours and 12-channel stereo sound). It's a bit tough, though. You won't beat this one in the first sitting, I can assure you of that.

CONTINENTAL CIRCUS

There's thrills and spills aplenty on the TV every night. Or you could play Continental Circus and make your own fun cos it's not a bad racing game.

FRAME RATE **74%**

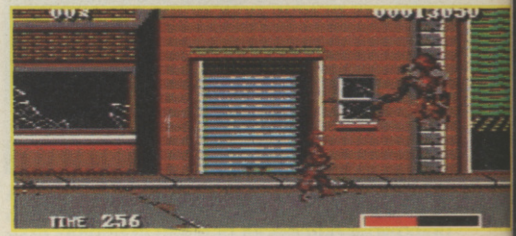
NINJA WARRIORS

Tronix, £3.99

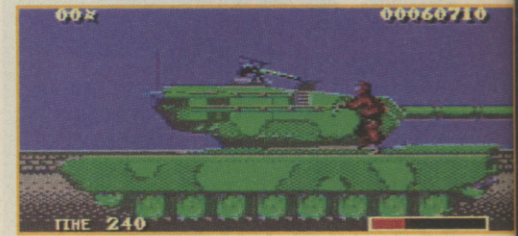
Right. Time for more indiscriminate violence. You play a ninja who, aggrieved at the world (and let's face it, aren't we all?) has taken to walking from left to right and killing the hordes of army personnel, dogs, police marksmen and civilians that get in his way.

Being not overly tall and muscular, I like games which give me an on-screen physical superiority. And *Ninja Warriors* is one of the best I've seen at a sensible price (i.e. as cheap as poss).

The sprites are big and colourful, and everything is as quick and smooth as a cup of cocoa at bedtime. It's also possible to get pretty far into it on the first attempt. Like I keep saying, if you're been frugal enough not to have bought any beat-'em-ups at the full price, it's time to raid the Swiss bank-account for the money for this 'un. The only thing is that if you're an expert at games like this, it could be a tad easy. And there's nothing worse than wasting four huge pounds on something you finish in a day or two.



As I went to the shops to stock up on nun chaku and shuriken, a large and hideously malformed robot thing jumped me. I ignored it, and went away and bothered Mrs Blenkinsopp at number 22.



Tanks a lot! Even Ninjas have a bit of a prob with heavily armoured military vehicles. The solution is to jump on the front and kick in the face of the commander when he sticks it out to take a pot-shot at you.

NINJA WARRIORS

Action-packed, fun, exciting, fast and slick. That's what people say about me, but I think these words apply equally to *Ninja Warriors* too. Try convincing the International Monetary Fund to stump up the dosh.

FRAME RATE **88%**

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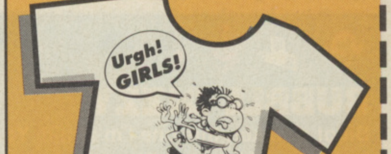
Well, actually, get it on your chest and get your own back on those horrible girls. For less than the price of three budjit games (£6.99) you can get one of my brilliant "Urgh, Girls!". Tee-shirts. There are only 100 up for grabs, so if you want to get your own back, order one now! That'll learn 'em!



JEEPERS, CREEPERS

I WANT TO WIN SOME CREATURES

Thalamus are so chuffed with their current Corker *Creatures 2* that they've gone compo crazy! To celebrate the launch of their cracking creation they are giving away everything but the family silver!

Creatures 2 is destined to become a computer classic, and you can be one of only six people in the entire Galaxy to own a signed A2 (an impressively huge 420mm x 594mm) framed print of Ollie Frey's original box artwork – just think of the Antiques Roadshow potential in 2022! And if that isn't enough, 10 runners up will get copies of the awesomely good, game packed compilations *The Hits* and *Hits 2*, which includes the particularly spiffy *Creatures 1* and just about everything else ever published by Thalamus. To try for your copy of the *Creatures 2* composition, just answer these three questions:

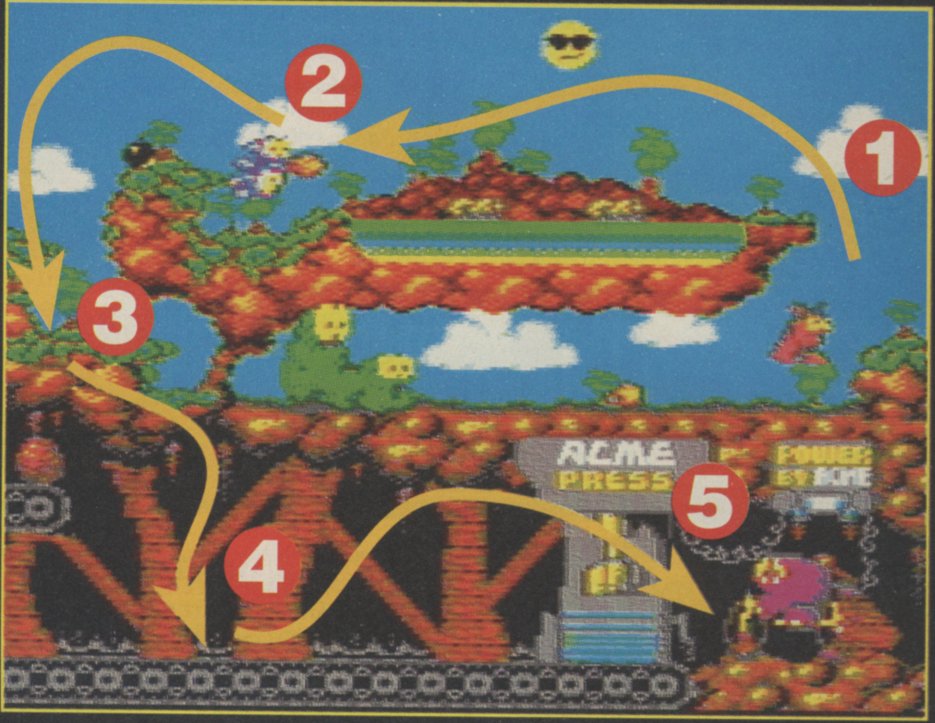
1) The full name of the hero in *Creatures 2* is Clyde?
   a) Radion
   b) Radioactive isotope
   c) Radclyffe

2) The *Commodore Format* 'programmers diary' on the development of *Creatures 2* was called?
   a) The Clyde Guide
   b) A treatise chronicalling the technical development of a home computer game by John and Steve Rowlands, with specific regard for code and design.
   c) The Gettysburg Address

3) The programming team who wrote *Creatures 2* is called?
   a) 82nd Airborne Division
   b) Apex
   c) Felicity Kendal

Send your answers along with your address on a postcard (or the back of a sealed envelope) to: Jeepers Creepers, I want to win some Creatures Competition, Commodore Format, 29 Monmouth St, Bath, Avon. The closing date is 31st March 1992.

Oh, and employees of Future Publishing, Thalamus and anybody with the middle name Methuselah are not allowed to enter the competition. Sorry, Methy - the editor's decision is final.



PSSST! DO YOU WANT TO WIN A SECRET?

On top of the rather spiffy main compo, there's a special secret prize for all the creative *Creatures* fans out there. Thalamus want you to design the ultimate *Creatures* torture screen. To enter, just send in a picture of the torture screen, complete with a short explanation of its particular perils and pitfalls. Then, describe what steps Clyde needs to take in order to save his seemingly doomed chum.

Don't worry if you're not a whizzy crayon wielder as the judge, Thalamus boss-man David Birch, is looking for the most fiendish design and not the flashiest artwork! He's keeping 'shtoom' about the nature of the prize, but you can be sure that he's got something really special in line for the winner. Send these enteries to us at Clyde To The Rescue Compo, Commodore Format, 29 Monmouth Street, Bath, Avon, and we'll pass them on to Thalamus - after we've had a peek! Good luck and be evil!

Above is an example taken from *Creatures 2* that we've put together to give you an idea of what Thalamus are looking for.

A creature is trapped below ground in a squashing machine. This fiendish device is powered by a cycling monster. There are three monsters and a bomb above ground to help Clyde. To save his mate he must:
1) Jump on top of the hill and over the lake, shooting the baddie as he goes.
2) Push the bomb down off of the platform edge and onto the floor.
3) Light the fallen bomb and push it down onto the roof of the cave. When it bloes up the roof leap down the hole and shuffle carefully forward.
4) Shoot the lever behind the monster (this stops the press and frees the monster's bike from its stand).
5) Jump the cycling demon as he rushes forward to rescue his mate. Bingo!

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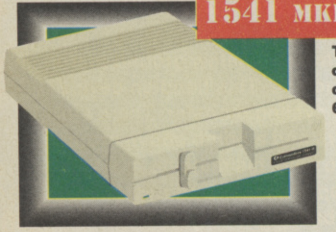

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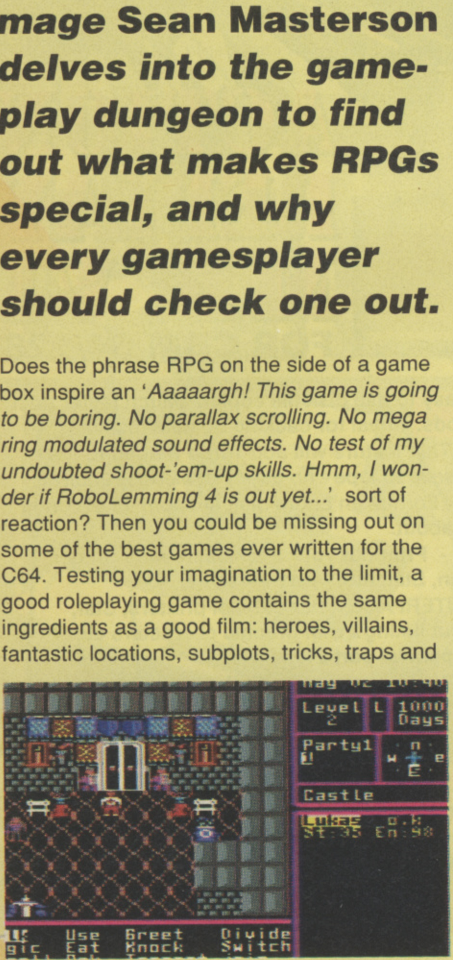
ARVI 4

ARCANE ADVENT

RPG stands for Role Playing Game, but what does that stand for? Arch games mage Sean Masterson delves into the gameplay dungeon to find out what makes RPGs special, and why every gamesplayer should check one out.

Does the phrase RPG on the side of a game box inspire an '*Aaaaargh! This game is going to be boring. No parallax scrolling. No mega ring modulated sound effects. No test of my undoubted shoot-'em-up skills. Hmm, I wonder if RoboLemming 4 is out yet...*' sort of reaction? Then you could be missing out on some of the best games ever written for the C64. Testing your imagination to the limit, a good roleplaying game contains the same ingredients as a good film: heroes, villains, fantastic locations, subplots, tricks, traps and treasure. RPGs have an edge over movies though, the plot is yours to construct and the game's next move depends entirely on how you play.

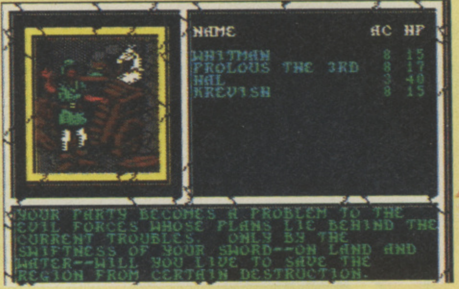


RPGs often look dull, but play brilliantly!

IN THE BEGINNING

RPGs always begin with what game designers call a scenario. For instance, a game could kick off by saying that the evil hobgoblin chieftain Doomfart Squitmangler is terrorising the outlying villages of the Western Marches, and a reward's being offered by the village council for his capture. You'd be able to visit the raided villages in order to find out what had happened and there might be clues as to where Doomfart's raiders are hiding out. Naturally, you'd have to choose which village to visit first. A RPG gives you the freedom to make such choices. Equally, you'd have the choice of ignoring the villages and hunting the warlord immediately (although this would be tougher without clues). The point is, the shape of the forthcoming adventure depends totally on your choice of actions, not on some arbitrary placement of obstacles or foes.

There may be another mini-adventure, a kind of subplot to unravel, along the way. And you might find that yet another adventure awaits, once you have defeated Doomfart. What if there was someone on the Marches Council who was paying Doomfart to raid certain villages so that this villain could assume power himself? The incriminating evidence could appear after the showdown with the hobgoblins, but how would you unmask the traitor? This could be an even more difficult task than dealing with Farty's raiders in the first place. A roleplaying game's equivalent of completing the first level in a shoot-'em-up: the showdown with the hobgobbos would have be like facing the end-of-level baddie. As the plot thickens the fact that your waggling skill isn't being tested matters less and less.



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NAME                    AC HP
WHITMAN                  8 15
PROLOUS THE 3RD          8 17
HAL                      3 40
KREVISH                  8 15

YOUR PARTY BECOMES A PROBLEM TO THE
EVIL FORCES WHOSE PLANS LIE BEHIND THE
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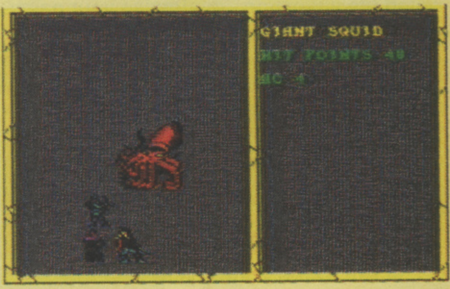
Champions of Krynn. The best of the best?



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GIANT SQUID
HIT POINTS 48
AC 4
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In RPGs, fights stress thought above action.

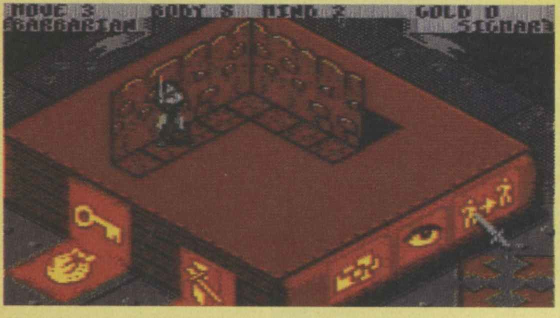
FIRST RONNIE

Role playing games don't just differ in plot. Most RPGs allow you to decide what kind of character you're going to play. In *First Samurai*, you have to be a samurai warrior. In *Rolling Ronnie*, you have to be a geek on skates and there's nothing you can do about it (until you return to your senses and switch off the machine). But in a roleplaying game you can decide to be a warrior, a thief, a sorcerer, or any kind of fantastic character.

Your character isn't usually described in terms of appearance but by attributes such as strength, dexterity and intelligence.

TURES!

These have a direct bearing on your character's abilities within the game. Strength relates to fighting skill; dexterity to delicate tasks; intelligence to spell casting, and so on. Whatever you choose to be, whatever game you play, you'll find that as time goes on, your character progresses. He (or she) gradually becomes a better warrior, wizard or weirdo. And as your character grows more powerful, encounters become more and more challenging.


HeroQuest mixes action and thought brilliantly, making it an ideal RPG for beginners.

PARTYTIME!

In most RPGs you play a group of characters called a party. The party can consist of between two and eight characters, ideally a combination of the types available. In the pencil and paper roleplaying games on which computer RPGs are based, each character is controlled by a different player and each would depend on everybody else's unique abilities, thereby encouraging teamwork. In computer roleplaying games, the number of characters forces the player to consider the best combination of skills for the group as a whole, adding yet another dimension to the game. Which is far more authentic than just one superhero character who's capable of swordplay, spells, thievery, healing and everything else! The detail that goes into the characters and the freedom you're given as a player are the reasons for the lack of fabby graphics or effects. Roleplaying games rely on fairly simple sights and sounds, because they're so packed with everything else. It's a trade-off. What you get is a game that lasts far longer than any other kind. And what you get at the end isn't a hi-score, but a tale of high adventure which you alone have crafted. And what's better, a graphically superb seven day wonder, or a more sparse, month long magical mystery tour of your own creation?

THE DANGER SEEKER'S GUIDE

HeroQuest, **Gremlin**, *£11.99 cassette, £15.99 disk*
Gremlin's conversion of MB's boardgame is the best buy for beginners. It's great fun for up to four players, who follow fourteen connected adventures. Even the C64 joins in the roleplaying in the guise of the evil wizard Morcar, who controls all the dungeons. The expansion pack *Return of the Witch Lord* offers ten brand new adventures.

RATING ☠☠☠☠

Keys To Maramon, Mindcraft, £16.99 disk only
One for beginners and converts alike. Maramon is being attacked by monsters that come up from the city's sewers. Selecting one of four characters, you take on the role of night watchman and find that the monsters are coming out through disused ancient towers. With good *Gauntlet*-style graphics this unlikely looking game is a real gem.

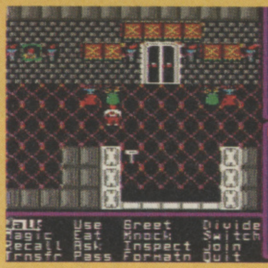
RATING ☠☠☠

Buck Rogers, SSI/US Gold, £25.95 disk only
Buck Rogers received a new lease of life in 1989, when SSI brought him out of the cryogenic freezer to face the RAM Corporation. Generate a party of rebel characters and save our species in an adventure that spans the cold depths of interplanetary space. The best space opera on the C64, it spans six disk sides and can be played with TSR's pen and paper RPG of the same name. Complex but immensely challenging with months of playability.

RATING ☠☠☠

Ultima VI, **Origin/Mindscape, £25.53 disk only**
Ultima is the longest running roleplaying series on home computer ever. In this latest slice of adventure from the land of Britannia, gargoyles go gaga, threatening innocents everywhere. And so you abandon reality to set out on a dangerous journey through forest, wilderness and underground dwellings. Disk access slows the pace, so it's not the best bet for beginners or the impatient.

RATING ☠☠☠



Can you take RPG'ing? Try if you dare!

Champions of Krynn, SSI/US Gold, £25.95
US Gold publish the largest series of computer RPGs, using their licence to release official versions of the game that started the hobby called roleplaying, *Dungeons & Dragons*. This, the best effort, is based on the hugely popular *Dragonlance* saga. The game's massive, the plot complex and the opportunity to roleplay unmatched. Each game comes with detailed instructions, adventure backgrounds and an easy to use joystick-based menu system that speeds play along.

RATING ☠☠☠☠☠

Gauntlet III, US Gold, £10.99 cassette, £15.99 disk
Though only a roleplaying game in the vaguest sense, it offers a choice of eight characters, eight colourful and imaginative fantasy worlds which combine arcade joystick wielding with fully fledged RPG overtones. This is the kind of game that converts shoot-'em-up fans to roleplaying and roleplaying fans to shoot-'em-ups. You can't really complain about that.

RATING ☠☠☠☠

STORM

SALES CURVE

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"It sounds fantastic, it is fantastic" AMIGA ACTION.

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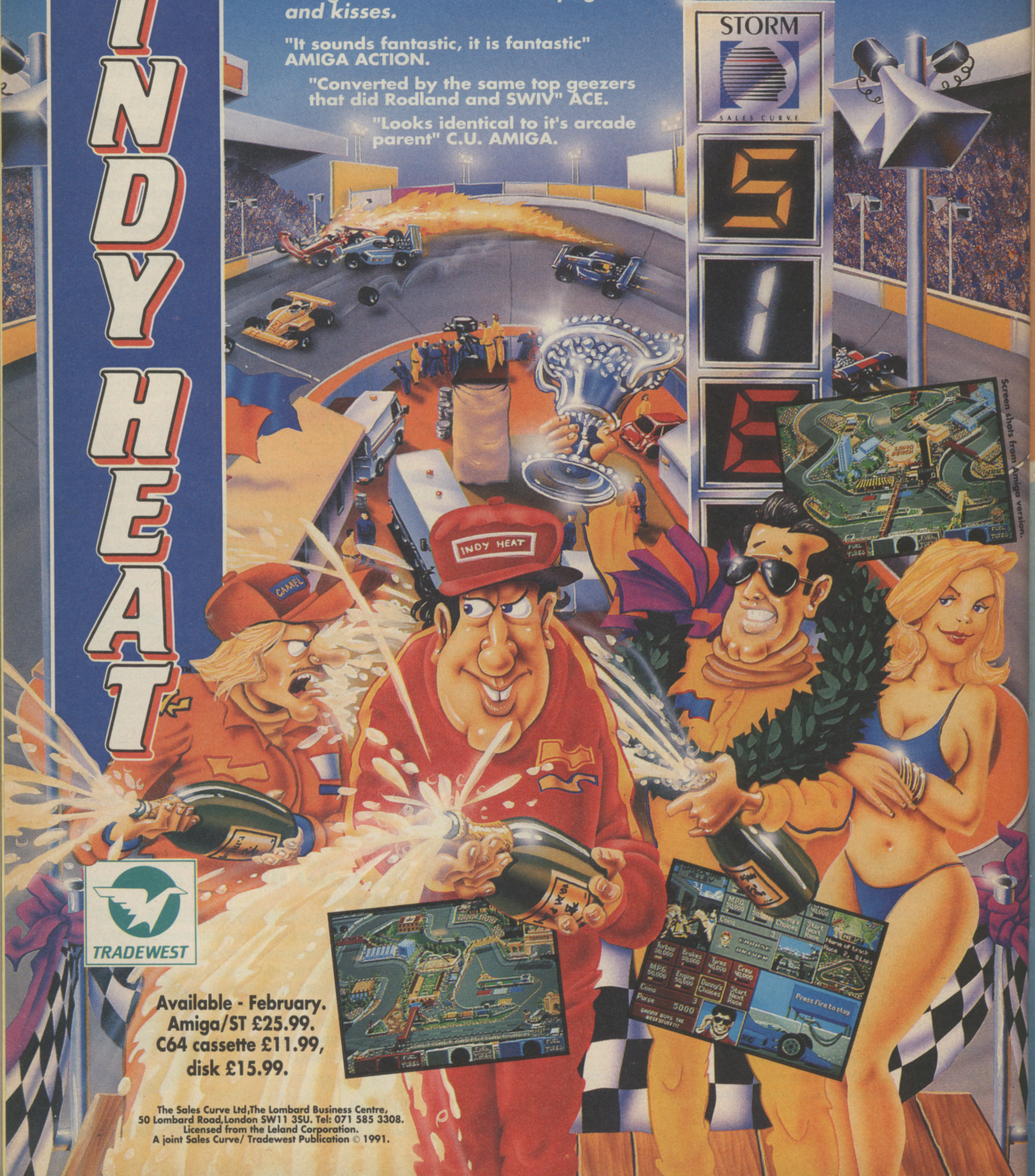
"Looks identical to it's arcade parent" C.U. AMIGA.



Screen shots from Amiga version.

TRADEWEST

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disk £15.99.

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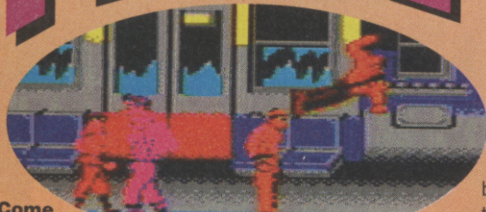
FINAL FIGHT

I think beat-'em-ups are getting a bit boring nowadays. There have been so many in the last few months that it's time for some other game format to take over.

So what's *Final Fight?* It's a beat-'em-up. Oh dear. It's not a very good beat-'em-up either. You play Haggar, whose daughter has been kidnapped by ruffians. You've got to get her back. Cue violence.



Come here, young man! I saw you break those windows and I'm telling your father when he gets home. See if I don't!

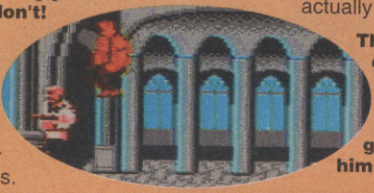
You set off scrolling slowly along a street when two bad guys appear. You punch, kick and headlock them until they die. Some more walk on and you smack them in as well. This continues until you've wasted about ten dudes. Then you scroll a little bit further along the level and start doing all the jumping and booting once again.

All you need to do is keep high kicking repeatedly and the enemy can't get near you. Using this method I finished the game in the first sitting without even trying very hard.

So basically what we've got here is a bit of a non-game. Oh, sure, some of the baddies are tougher than others, but because you can't be hit as long as you keep kicking, it's just a matter of waiting for them to die.

Other weapons are available, both to you and your assailants. You can find them lying around on the floor, or behind dustbins and stuff. But if you ignore them and just keep kicking you'll still win.

The graphics aren't much cop either. The game is not very quick and the blows don't actually hit their targets, making the action look depressing.



The head-kicking occurs even in such hallowed places as churches. That baddie with the gun is the boss. Kill him and you've won.

Worse, there are six levels of this boringness, and backgrounds apart, they're all exactly the same. You have to fight the same characters time after time. Then, if you can be bothered to keep batting the fire button to kick, you eventually reach the big bad boss. Avoid his bullets, do a few high-kicks and he's dead.

Final Fight doesn't have anything to recommend it really. The graphics are dire, there's no gameplay and it drags on and on, wasting hours of your young life. Pity, because it was quite good as an arcade coin-op.

JAMES LEACH

Game	***Final Fight***
Publisher	***US Gold***
Cassette	***£9.99***
Disk	***£14.99***
Release	***Out now***
Contact	***021 625 3388***

POWER RATING

THE DOWNERS...

- Stunning lack of gameplay.
- Don't waste your dosh.

19%

- **Sprites are pretty large and backgrounds are often neat.**

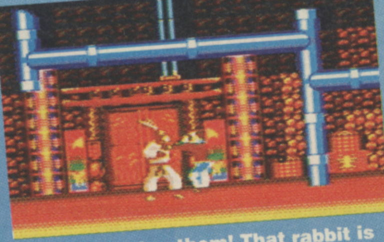
...AND THE UPPERS

0

INTERNATIONAL NINJA RABBITS

Oh no! Another beat-'em-up! This one is the sequel to *Ninja Rabbits*, which sold in vast amounts on the C64. So is it as good?

Instead of wandering around an English country setting, you travel all over the world. You'll meet Guardian Angels, Demented Pandas, Italian Thugs and Chinese Dragons. They've all been affected by pollution and have turned nasty. No, don't laugh - it could happen, what with global warming, the ozone hole and the whitehouse effect *(that's greenhouse - Ed)*.



Somebody stop them! That rabbit is being beaten up by an irate panda.

Anyway, just like *NR1*, these crazed animal dudes wander on from the right and you punch and kick them until they fall over. If your carrot-strength bar at the bottom of the screen runs out before this, then you fall over and lose a life. And that's about it as far as the combat goes.

Also like *Ninja Rabbits 1*, you can go underground and climb ladders back up. The reason for this isn't given, but it means you've got more enemies to fight and screens to explore.

To add some spice to the proceedings, you get objects dropping from the sky. These take the form of little black circles, which don't do you any good if they land on you, surprise bonuses, which have various beneficial effects if you can catch them and, a sort of dragon thingy which you have to duck. If it hits you, you lose a life.

And that's what happens. It's similar in feel and graphics to *NR1*, with snazzy (and a bit overpowering) new backgrounds and more screens. But the combat isn't particularly fast or exciting and you keep fighting the same characters. I'm afraid that I didn't find it very interesting or addicitve at all, and wouldn't return to it in a hurry.

JAMES LEACH

Game	***International Ninja Rabbits***
Publisher	***Microvalue***
Cassette	***£3.99***
Release	***Out now***
Contact	***0661 860260***

POWER RATING

THE DOWNERS...

- Not particularly fast or action-packed.
- Lacks the humour of *Ninja Rabbits.*

32%

- **Funky sounds and big graphics make it quite presentable.**
- **Wonderfully daft title!**

...AND THE UPPERS

0

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Idea

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Database

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CF16 - GET A GRIP

Two tape issue- Powerpack One contains *Graphic Adventure Creator*, a complete games designing utility. Powerpack Two boasts *First Samurai* and *Creatures 2* demos, as well as full games Head the Ball and Mission Impossabubble. *WWF*, *Bart Simpson*, *Cisco Heat* and the *Blues Brothers* get Powertested.

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Three full games, *Cyberdyne Warrior*, *Battle Valley* and *Sensitive* cram onto the Powerpack alongside a demo of *Indy Heat*! *First Samurai*, *Creatures 2*, *Space Gun* and *Round the Bend* undergo exhaustive Powertest reviews. Gamebusters stars *Smash TV* - a complete guide - and *Knightmare*!

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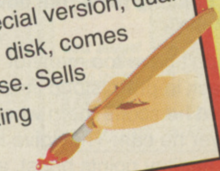

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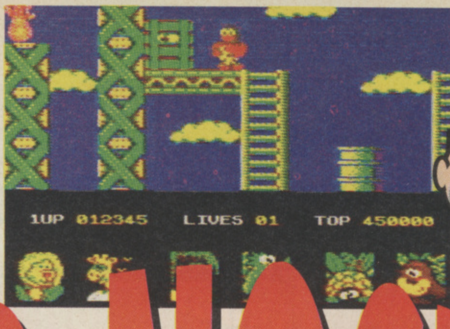
BIG NOSE'S AMERICAN ADVENTURE



There's a poor lion, the first of Big Nose's animals, trapped in that crate. Luckily he's about to be freed to terrorise the community in downtown Manhattan, Hurray!

Even CodeMasters must finally be getting tired of that eternal egg, Dizzy. In the last few months they've come up with several new 'characters' to impress and delight us: Seymour the slug, CJ the elephant, and now Big Nose the, erm, caveman. And what do they have in common? They're all cute and they're all replacements for old Mr Hardboiled.

Anyway, Big Nose has been caught up in a time warp (great idea guys). He's been sneaked off from some Palaeolithic grassland to a large and nondescript modern day American city. New York, in fact. And pretty annoyed about it he is too.

What's slightly worse, six of Big Nose's animal friends have been captured, bunged into crates and hidden around the city. As he wanders about, he must first find the keys to their cages, then release them.

So let's not beat around the bush any longer. What we have here is a large platform game set on and around a building site. Why it's a building site is not very clear, except that it makes an excellent setting for a platform game.

Big Nose has got three main enemies to contend with: policemen, construction workers and fires. The first two wander up to our stocky chum at irritating times, and if they manage to touch him he's dead. The fires travel back and forth on many of the platforms. You're dead if these touch you too.

Luckily the low-foreheaded chap has brought along with him an infinite supply of rocks to throw at any honest citizens of the 'Big Apple' who try to get in his way. One shot will kill any of the men, as well as putting out a fire.

There are loads of collectables around the place as well. Big Nose has discovered a penchant for hamburgers (something he didn't have too many of back in pre-historic times) and he scoffs them whenever he can. They give him a healthy points boost, as do various soft drinks. But beware - if you spy a foaming tankard of beer, it could make you a tad squiffy and you may not be fully responsible for Big Nose's actions. That's all I'm going to say about it. The worst pick-up actually freezes you for a few seconds - long enough for some nasty to jump onto the screen and wipe you out. Life is unfair for a poor caveman in the twentieth century (ask Sylvester Stallone).

Now, what it all boils down to is this - do you like platform games? If so, then you'll find Big Nose challenging, big and satisfying once you get into the swing of it. The game is rather cute, with biggish sprites and cuddly characters, but don't let that fool you. There are some fiendish bits that will take all your platforming skills to tackle and beat.

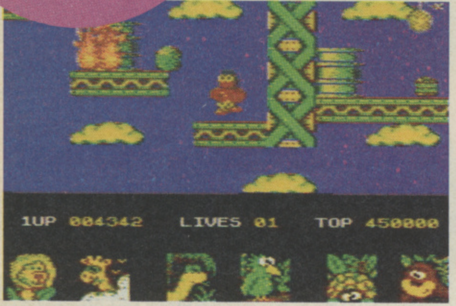
The only things wrong with it are that the ladders require you to have pixel-perfect positioning before you are able to go up them and the character is sometimes too sensitive, jumping twice when it should only have jumped once.

But, with practice, you can overcome these little hurdlettes. And so, once again, the Codies seem to have come up with the right formula - a stupid plot involving a ridiculous character, plenty of gameplay across a huge area and a few taxing problems along the way. It's frustrating and it'll drive you mad (especially the tough bits you can't do for the first 177 times). You can get hooked on *Big Nose's American Adventure.*

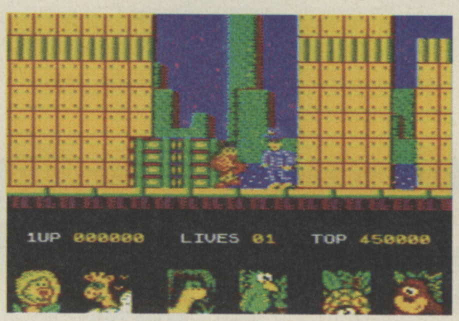
JAMES LEACH

FIVE PEOPLE WHO WOULD MAKE GOOD CAVEMEN

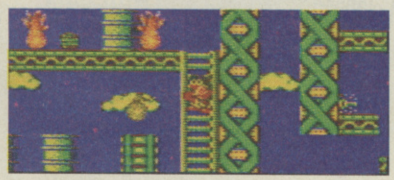
1. Michael Heseltine
2. Chris Bonington
3. Sylvester Stallone
4. Dannii Minogue
5. David Bellamy



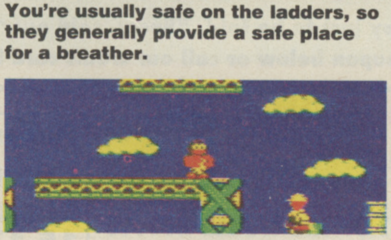
Like in all construction sites, fires are commonplace on the steel girders. Big Nose can extinguish them by a skilful combination of jumping and rock-hurling.



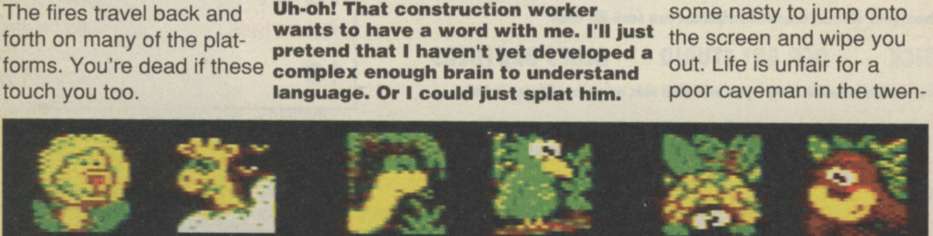
Throwing rocks at New York cops isn't a pastime to guarantee you longevity. If he's caught, Big Nose is heading for a "fall down the police station steps".



You're usually safe on the ladders, so they generally provide a safe place for a breather.



Uh-oh! That construction worker wants to have a word with me. I'll just pretend that I haven't yet developed a complex enough brain to understand language. Or I could just splat him.



Here are the animals you've made it your mission to rescue. The game is unclear about whether they're from the past ad well, or whether they've been kidnapped from a zoo.

Game	**Big Nose's American Adventure**
Publisher	**CodeMasters**
Cassette	**£3.99**
Release	**Out now**
Contact	**0926 914 132**

POWER RATING

THE DOWNERS...

- Control is a tad sensitive.

100

84%

- Bright and eyecatchingly colourful graphics make it a rather cheerful affair.
- Smooth and fast, too.
- Just the right difficulty level to get you frustrated enough to keep playing.
- Jolly little sounds effects, which fit perfectly with the fun atmosphere.
- Puzzles stretch your mind as well as your 'stick skills.
- With six animals to try and find, it's also big, big, big.
- An original budget game which will please all platform game fans through the Spring and into Summer's heady pleasures.

...AND THE UPPERS

0

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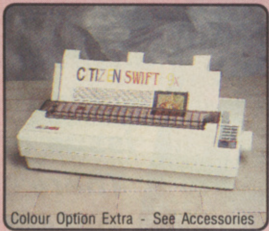

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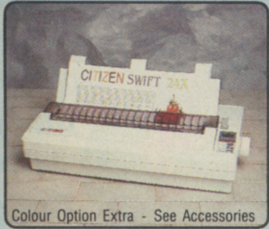

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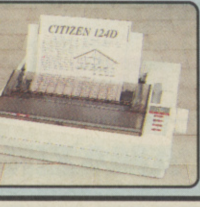

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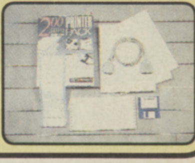

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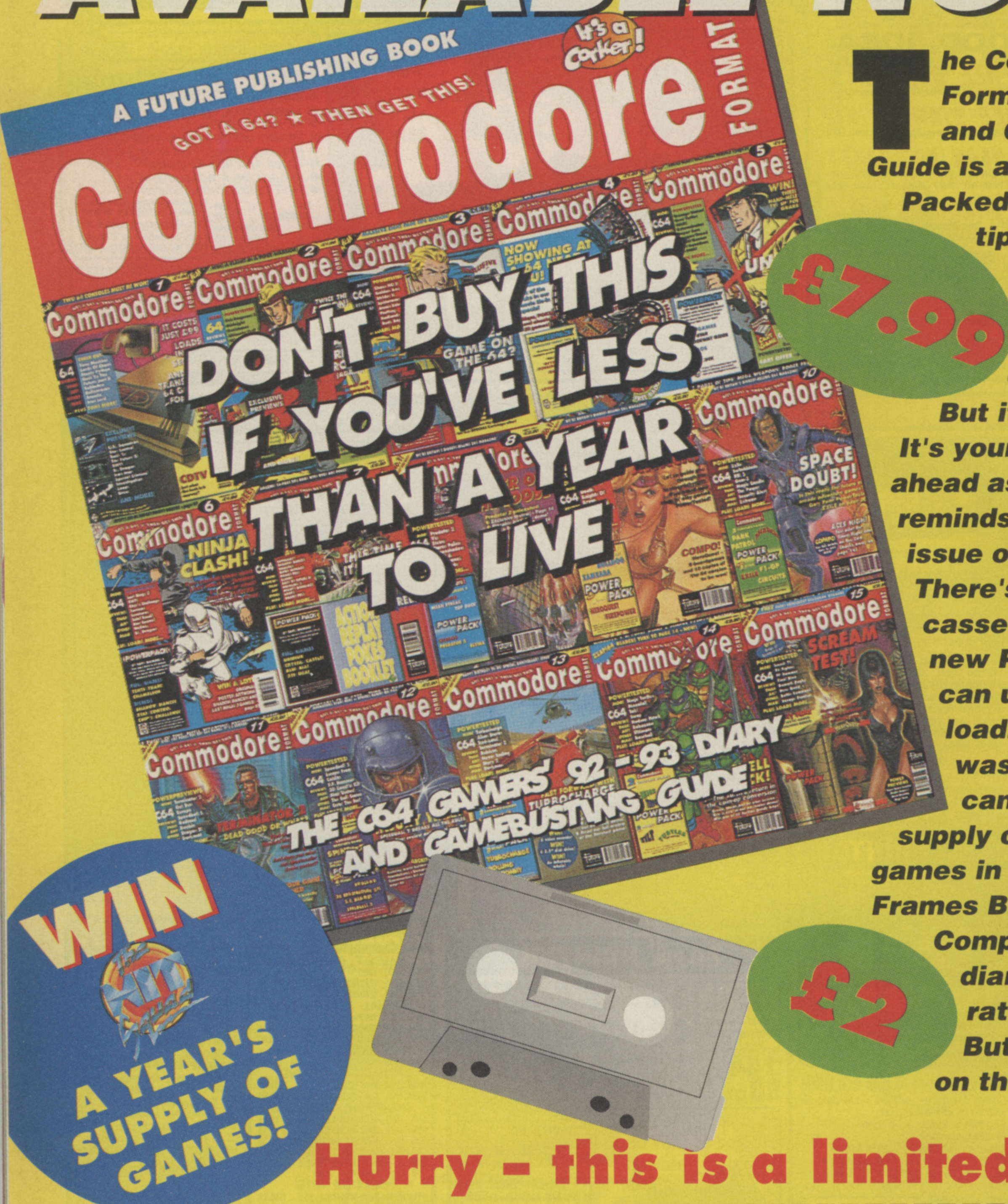
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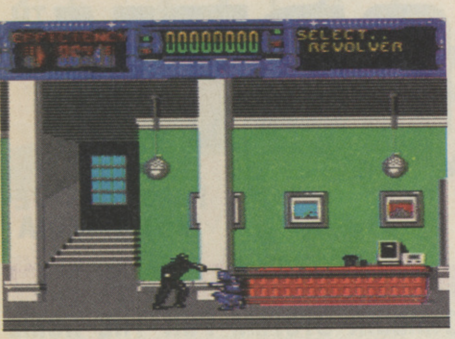
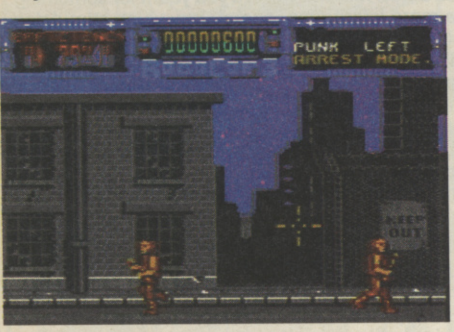
ROBO

Every time RoboCop cleans up Detroit, somebody comes along and makes it all messy again. It seems to be a never-ending task for the poor metal guy, blasting punks and destroying corrupt organisations. Still, I'll bet the pay is good and he doesn't have to work at weekends!

CART GAME



***RoboCop* falls to his knees and begs the Ninja Droid not to smack his head in again.**



Robo's on-board computer (top right) tells him which punk is the biggest threat. Arrest mode simply means 'shoot them all'.

Hmm. So we move on to the third part of the Alex Murphy saga. All you basically need to know is that a new, shining Detroit called Delta City has been built by the OCP Organisation, who, being nasty and mean, have installed lots of baddies in it. If you're really into plot structures and stuff, read the Does *RoboCop 3* Have A Plot Then? box elsewhere on the page. Or, better still, go and see the movie. Anyway, the point is Delta City's completely packed with baddies. Guess who's got to go and root them all out? Yep. You've got it in one.

The game, true to all licences, doesn't have a huge amount in common with the film's plot, but follows it roughly as you play through the five levels.

If you're a fan of Ocean's previous *RoboCop*-based efforts, there will be much here to make you feel at home. But it isn't just a case of the same game recycled. Oh dear me, no. For example, the first level is a sort of *Op Wolf*-style sideways scrolling blaster, which involves you moving your computer-assisted gunsight around the streets and targeting splatterpunks, then blasting them.

You're going to see a lot of splatterpunks in this game. These are the guys who inhabit the city, carry guns and hate cops (especially ones made of metallic substances). You can move your sights up and down, and the screen left and right. The idea is that you've got to take out all the dangerous guys first, before they stop running around in a panic and start firing their shotguns at you. Every time you're hit it eats into your efficiency percentage.

It's a fast, accurate section, with your sights whizzing back and forth as you follow the guidance given at the top right of the screen, which tells you where the nearest baddies are. If you're clever you'll find the perfect height to position the sights, thus taking out bad dudes in the foreground and those dashing around in the background in one sweep. This makes things both easier and rather more boring. You can just whizz from side to side, firing rapidly all the time, and everyone will soon die.

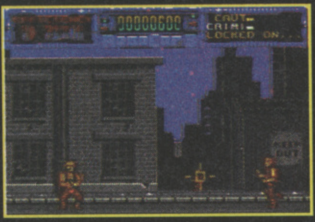
Also available as pick-ups that you've got to shoot are Repair bonuses. Collect these and you can get yourself fixed up at the end of the level. If you can get four or five you should be 100% ready for the next attack wave. Collecting them means you've got to move the sights up and down more, which means you can't leave them in the central perfect position for punk-killing.

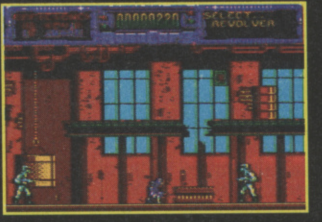
Level two is traditional *RoboCop* fare. You enter a rocket-motor factory-type industrial place and walk from left to right (seen

RoboCop 3 - the levels

With five large levels of robot-related mayhem, all we can say is "Thank goodness it's on a cartridge. Multi-loading *RoboCop 3* would have been a nightmare on cassette...

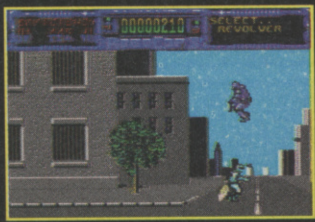
Level One. It's an *Op Wolf*-style shooter. But you've got infinite ammo and a decent targeting system.

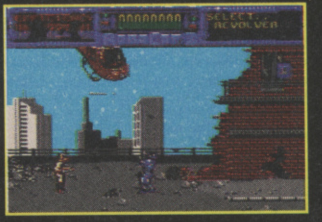




Level Two. In the factory, Robo ducks to avoid the cross-fire of a couple of nasties. Neat idea, that, eh?

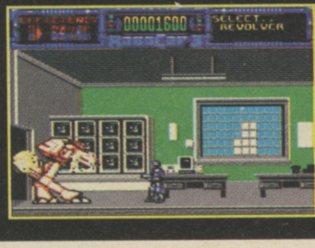
Level Three. That jetpack's nice and useful. Sadly, your enemies have got hold of the dratted things too.

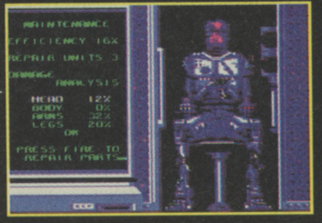




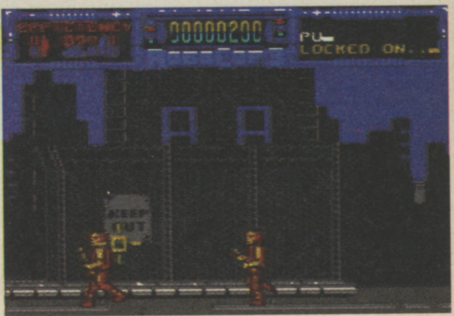
Level Four. The jetpack-related fun is over and as you walk home a large helicopter attacks you. Life's tough.

Level five. Back at the Office Robo' beats off some ninja robots then discusses corporate politics with his mate Ed.



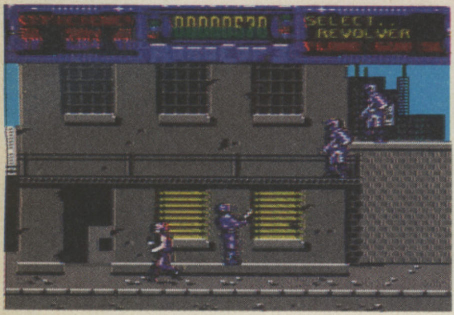


The Repair Screen. Robo's looking a bit damaged, so he'll be wanting a good sit down. This stool will do.

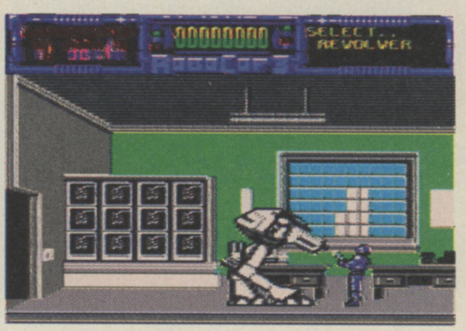


Splatterpunks rush around, trying to avoid your fire. But ha ha, there's no place to hide, guys! The targeting system has you locked.

COP 3



Oh dear. These gentlemen seem to have picked the wrong person to have a fight with. *RoboCop* is in a mean mood, too.



Robo has a face-to-face chat with Mr. 209. He explains that, though he's smaller and not as well armed, he's got God on his side.

from side-view) and blast everybody you see on various platforms. As well as splatterpunks, you'll come across rehab's. What these are (and what they do) isn't made clear, but if you treat them as normal baddies and kill them all you can't go wrong. You can fire in eight directions, so as long as you're quick you should wipe out most of the baddies before they do you any serious damage.

Delta City's completely packed with baddies. Guess who's got to go and root them all out?

Making things a bit (oh, all right, a lot) harder are the acid baths and moving conveyor belts you have to get past. This adds a lot of fun and game-play to level two - you've got to contend with all manner of traps while still trying to blow the various nasties away. Luckily there are extra weapons (and more repair bonuses) available.

In level three, you've nicked a jet pack from the factory. Other baddies have jet packs of their own, so you get into some fast and furious air-to-air combat, swooping, diving and shooting like some WW2 ace *(er, I don't really think so - Ed)*.

Kill everyone and you get to meet an armoured tank. This is where your missiles come in useful. Missiles? Yes, you should have picked them up about five screens back. Avoid the tank's fire and blow holes in it using your brand new, spanky and rather high-tech guided weaponry. Hooray!

RoboCop must then walk back the way he's just flown, heading for the OCP tower. More splatterpunks get in his way (and his sights). And a massive helicopter swoops down to take a few pot-shots at young Mr Murphy. If you can get your metal mate to the entrance of the tower, there's an ED 209 waiting there to turn him into iron-filings.

If by some miracle you survive all this mayhem, it's time for level five. Our tin chum must fight his way to the top of the tower, by battling Otomo Ninja Robots. Never heard of 'em? You should have. They're robotic ninja from, erm, the small seaside town of Otomo (just down the coast from Skegness).

It's impossible to outrun the Otomo Ninjas. They close in and whack you with their sticks, causing massive damage. All you can do is keep firing and hope they die soon.

Get past them and there's another ED 209. Kill him and hey presto! You've won and can go home for tea, muffins and a recharge.

RoboCop 3 is a biggie. It's got that mega-licence feel to it, and the multi-loading levels will give you many serious hours of gameplay before you can beat them. Levels two, four and five are, it must be said, rather similar to those of its predecessors - with plenty of baddies, lots of shooting and slow walks from left to right across the screen.

The whole thing is certainly high quality, though. There's an awful lot going on and it's all got good graphics and plenty of gameplay. Perhaps not earth-shattering, but certainly great to settle down with for a few hours.

One thing - RoboCop 3 won't be easy to finish. I'll be surprised if the whole game can be complete in a few days. There are weeks worth of shooting here. This has got to be good news for hardened players in the long-term, but it's quite annoying when you first load up and play, especially in you wanted to lowered into the game gently.

JAMES LEACH

Game	*RoboCop 3*
Publisher	*Ocean*
Cartridge	*£14.99*
Release	*Mid February*
Contact	*061 832 6633*

POWER RATING

THE DOWNERS...

- **It's certainly got more than a passing resemblance to the other RoboCops.**
- **It's also rather tough.**
- **And sometimes a bit slow.**

100

70%

0

- **Superb intro sequence sets the tone for the whole game.**
- **Sound effects add a lot to the atmosphere.**
- **It's fast, furious and there's a great deal of shooting to be getting on with.**
- **Five levels, each with their own style of game-play keep your interest.**
- **The graphics are smooth and clear. It's at least as good-looking as the other RoboCops, if not better.**

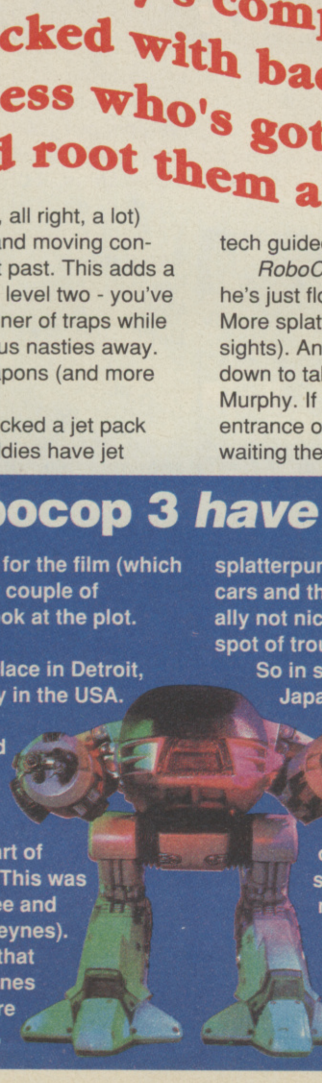
...AND THE UPPERS

Does Robocop 3 *have a plot then?*

For those who can't wait for the film (which should be out in the next couple of months), here's a brief look at the plot.

Right. The action takes place in Detroit, which is a large, dirty city in the USA. The major organisation there is a company called OCP. And it is rotten to the core.

In Robocops 1 and 2 OCP built a shiny new part of Detroit called Delta City. This was supposed to be crime-free and idyllic (a bit like Milton Keynes). But it hasn't worked out that way (a bit like Milton Keynes as well). ED 209 droids are posted all over the place, splatterpunks roam free, pulling aerials off cars and throwing stones, and it's generally not nice. Even RoboCop is having a spot of trouble there.



So in step the wily and cunning Japanese (who have been invited by OCP) and, therefore, are incredibly corrupt as well. They bung a load of Otomo Ninja Droids in place and start taking over. RoboCop doesn't like this, so he joins the resistance movement against it and the violence starts.

Popcorn, Minstrels and King Cones are available in the foyer, by the way.

NEXT MONTH

CF 19 - THE HIPPY'S REVENGE!

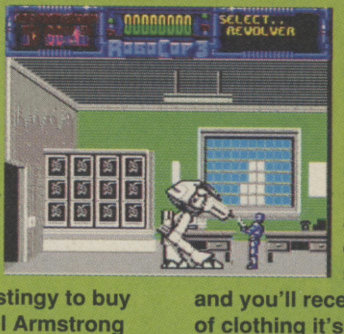
Don't miss next month's issue of *Commodore Format*, in which we'll be taking you on a magical history tour into Jeff Minter-land. Yes, the legendary games writing hippy has given us two of his greatest games for the Powerpack cassette and waxes lyrical about matters C64 in a spiffy, special interview. Joining these on the Powerpack will be two top game demos, and joining the tape on the cover will be a rather natty free badge. (And if you think we've gone freebie mad this month, just wait until *CF20* when we're giving away an excellent Indy Jones doorhanger!)

The games, the demos and the badge would be worth getting the mag for even if all the pages were blank. But of course they won't be (*they'd better not be - ED!*), they will be crammed with everything that Commodore fans need to know. Things like: Tim Howells' in-depth analysis of all the best utilities, widgets and serious-type programs available on the C64 PD circuit - yes, even more free software !

On the review front we'll be grabbing all the best games available, putting on our Powertest trousers and playing them until they break, then letting you know which ones are top of the heap - and which ones are at the bottom! There will be that Roger Frames person, that Mighty Brain thing , that Andy 'Gamebusters' Roberts peep and Paul 'techie' Lyons bloke too! In fact it looks it will be another fact-packed, fun-filled ish' of the galaxy's fave C64 mag.

WIN A ROGER FRAMES 'URGH! GIRLS!' T-SHIRT!

Yes! You can have one of these special edition T-shirts, lovingly hand-crafted out of finest polyester/cotton mix. All you have to do is write your own caption to this accompanying screen-shot. It must be 30 words or less, and it's *GOT* to make us laugh. It's a tough challenge, 'cos here at *CF* we're a miserable bunch.



But the prize is worth it - a gorgeous garment (size L) as worn by Princess Diana, Roger Frames (he's too stingy to buy his own clothes) and Neil Armstrong (under his spacesuit).

Simply write the caption (in block capitals) on a postcard or stuck-down envelope, put your name and address on it and send it to the following address - I Can Write Captions Better Than The *CF* Bods Anyday, Commodore Format, 29 Monmouth St, Bath, Avon, BA1 2DL. If it gets here before March 31 1992, and it's funny enough, you could see it in the mag, and you'll receive the best item of clothing it's possible for a human being to own.

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Please Mister (or Missus) newsagent, kindly reserve my copy of *Commodore Format* each month, starting with the January issue, on sale from Thursday 19th March 1992. Ta' very much!

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If you thought this month's issue of *CF* was cool, wait until you see *CF19*. It'll be a collector's item, so get your copy quickly. Fill in this cute coupon and hand it to your newsagent. Then, when the priceless copies of *CF19* are completed, one will be preserved in a vault under your newsagents, ready for you to read and enjoy. Within seconds, it will be as valuable as the Crown Jewels, and you'll instantly be a millionaire. You know it makes sense.

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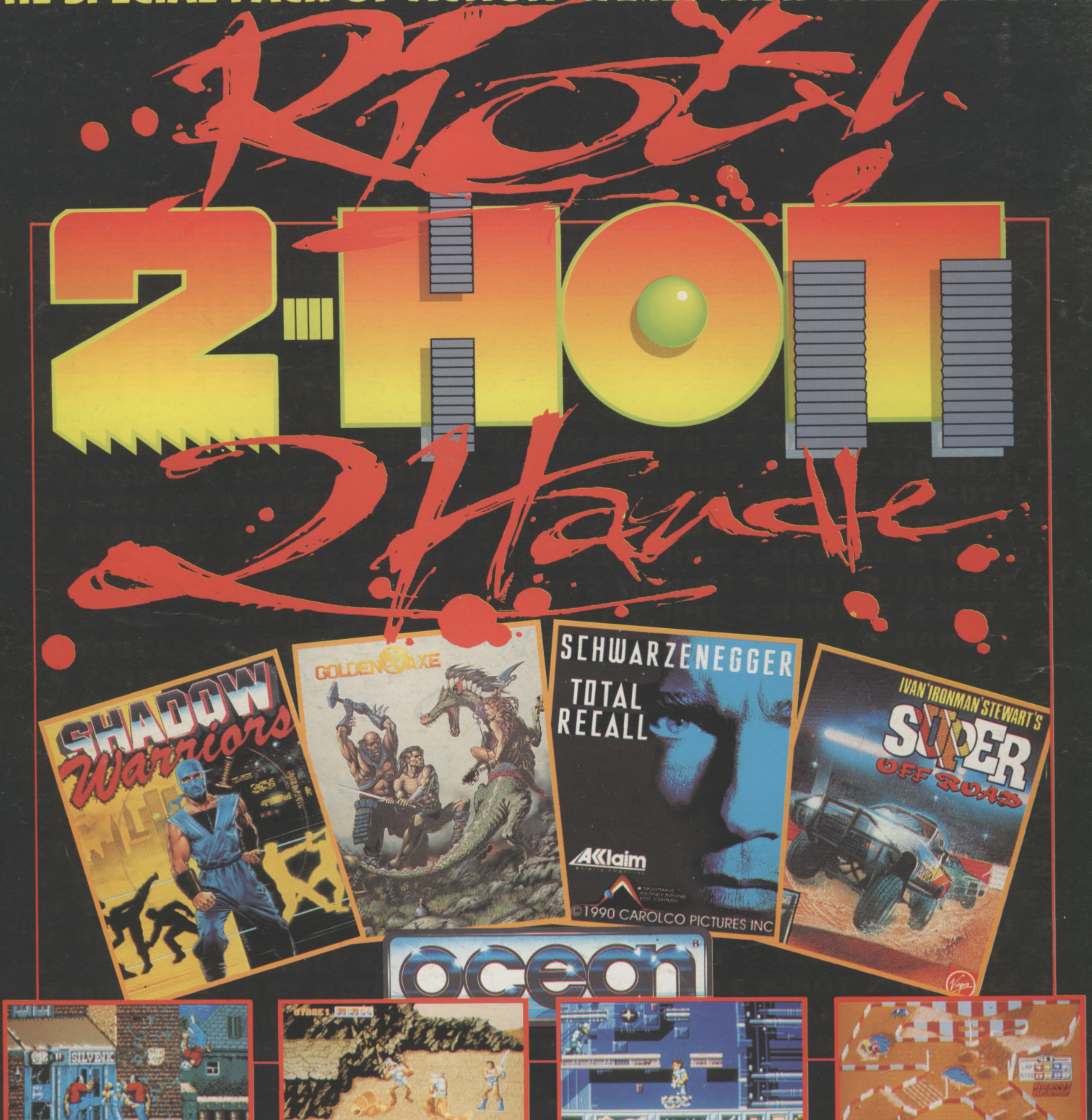
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